# computer and video GAMES

NEW LOOK




ISSUE 214
The world's Original games mag

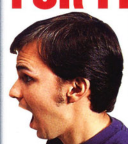
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## TOMB RAIDER 4
First ever screenshots of the game you must play



## DREAMCAST IS COMING
Should you start saving?

## PLAY ONLINE FOR FREE



Do it TODAY! We tell you how

IN GRAND THEFT AUTO 2 THERE CAN BE ONLY ONE

# MR BIG

MAKE SURE IT'S YOU

LOOK! UNDER HERE

# WELCOME TO computer and video GAMES

ISSUE 214 Sept '99

www.computerandvideogames.com

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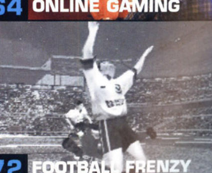
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## EVERY MONTH

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## UM FUN



## SOMETHING FOR NOTHING



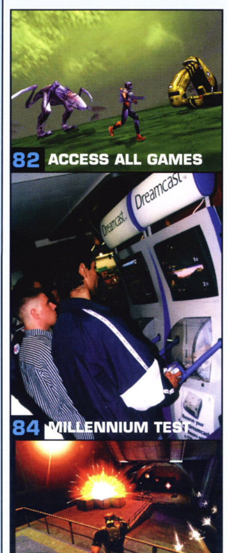
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## PLAY ONLINE FOR FREE

Do you think playing great games online is expensive? We can prove to you (or whoever pays the bills) that it isn't. **See P64**





# TOMB RAIDER 4

**First ever screenshots of the game you must play**



# DREAMCAST IS COMING

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**Do it TODAY! We tell you how**



**LOOK!** UNDER HERE



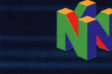

600MPH...
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| EVENT | DATE | VENUE | SPONSOR |
| --- | --- | --- | --- |
| Podracing | 04:06:99 | Planet Tatooine | Jabba the Hutt |

TECHNICAL DATA

| | |
| --- | --- |
| Speed: | 600mph+ |
| Opponents: | 21+ |
| Worlds: | 8 |
| Levels: | 21 |
| Thrills: | Limitless |



NINTENDO 64®
FEEL EVERYTHING

# Some things change, some stay the same

## computer and video Games
The **Original** games magazine




**1** Nov 1981

**133** Dec 1992




**207** February 1999




**214** September 1999

### DO YOU KNOW...

17 years ago, we were the world's first games magazine? Do you know that now, we're the UK's best-seller for magazines that cover every kind of game?

That's not us hitting you with hype or blasting you with hot air. You don't survive unless you're offering a superb magazine, and you don't stay Number One if you're not a whole lot better than the other magazines on the shelves. Those are two judgements that readers like you make, every month...

YOU'RE holding a new-look copy of Computer and Video Games. We hope you like it.

We think it's easier to use, looks better, works better and is even more cracking value than it's ever been. Of course, it's up to you to judge if we're right.

**Here are a couple of things we promise about everything we've done to make Computer and Video Games even better.**

- We stick to the same high standards in testing and reviewing games we've been famous for, so you'll always know what we think or recommend before you make up your own mind about the games you play or buy.
- We want you to have fun and enjoy this magazine.
- **And we get exactly the same buzz out of great games we've always had...**



**MEET THE TEAM**
From left to right we have: Alex, Paul, Ed, Tony, Matt, Dan & Nicola

PC CD ROM | PlayStation

OUT: **OCT**

PLAYERS: **1**
COMPATIBLE: **DOLBY SOUND**
TYPE: **CRIME SPREE**
BY: **DMA**
STATUS: **70% COMPLETE**




**WORDS:** ALEX HUHTALA **SCREENSHOTS:** ROCKSTAR

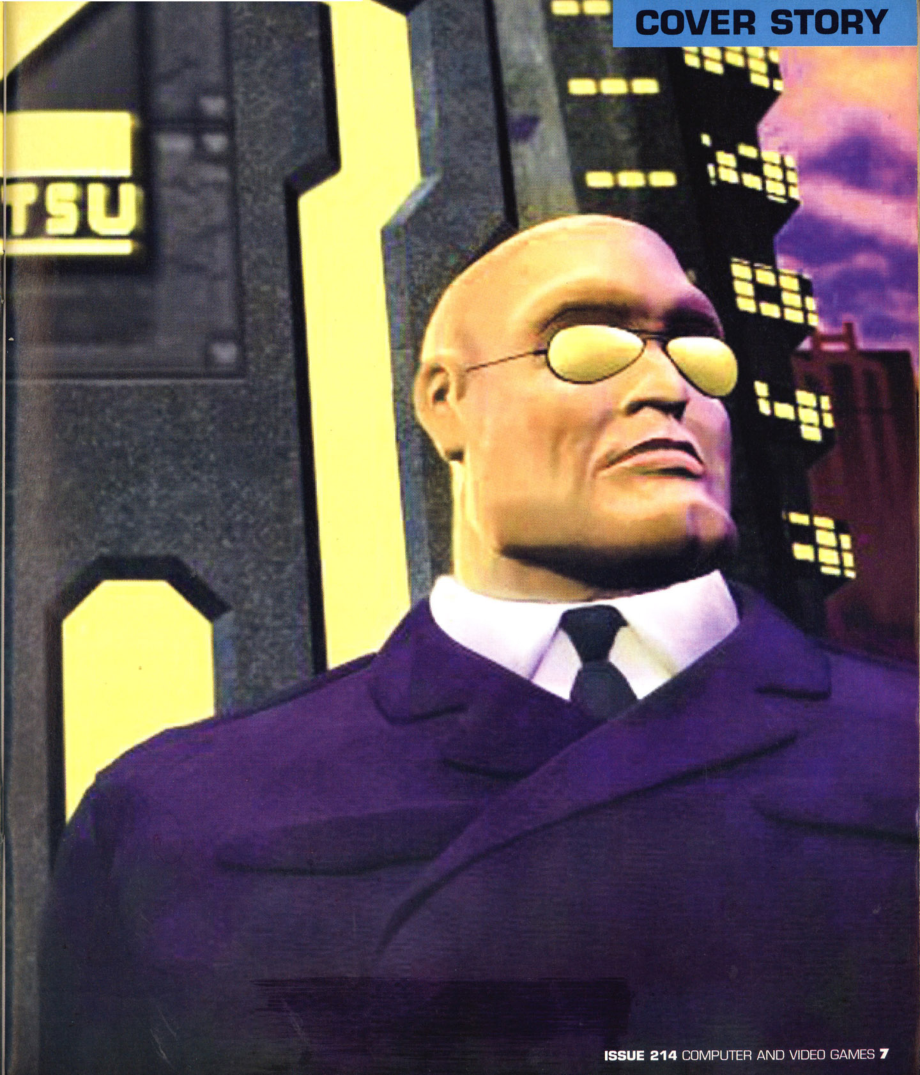
# GRAND THEFT AUTO 2

The game where crime pays is back – say hello to the bad-mother of all sequels

**Fancy working for the mob? What about a go at car theft, mugging, blowing people up, kidnapping, some double crossing and lots of generally unlawful behaviour? Sounds good doesn't it. Welcome to the awesome *GTA 2*.**

**It's a living, breathing city complete with cars, pedestrians and the law. You're thrown into the mix and told to rack-up points by running errands for the mob, which is where the fun begins. It's a simple idea, and as the original game proved, there's plenty of people like you out there who've had a great time playing it.**

**Two years later and the sequel is having the final touches applied. We're promised it will make the predecessor look like a walk in the park. Prepare yourself...**


TSU

## THE NEW STYLE

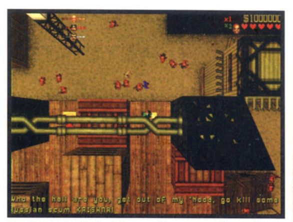
Within seconds of laying your eyes on the sequel you'll notice *Grand Theft Auto* has changed. It's darker, the city is a scarier place than before and there's so much happening. The amount of cars on screen and pedestrians making their way through the city will leave you in no doubt, this game means business.



You wouldn't want to walk around this place at night, at least not alone. Nice of someone to light the way for you. A classic portrait of Elvis Presley helps with the party atmosphere we got going here




Subtle lighting effects, such as the glow from the flashing lights on cop cars, really drag you into the scene. This could be a scene from The King of New York or whichever mob movie you care to name




There's a greater depth of view now. You can even take pot shots at guys down below, or throw them a nice present – a grenade! It's a lot of fun escaping heat in locations like these

## MARRIED TO THE MOB

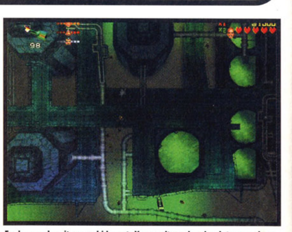
In the first game you were out to impress the mob, to prove you were a player. In the sequel, the mob has been segregated. There are now rival gangs operating in the city, and you'll have to decide who to work for. Each gang has different incentives to join their ranks, but if you're skilled enough you could get them all working for you.



In the top left-hand corner of the screen you can see how much progress you're making with the rival gangs, represented by the three heads. You can also see how many cops are tracking you



Your popularity with the different gangs rises or falls depending on how you conduct your 'business'. The skill is in playing these suckers off against each other while you walk away with the rewards



Each gang has its own hide-out. You can't go dancing into any place like you're some kind of Steps fanatic, you need to tread ve-ery carefully if your face isn't welcome. And your face ain't pretty

**"Within seconds of laying your eyes on**

## HARD GRAFT

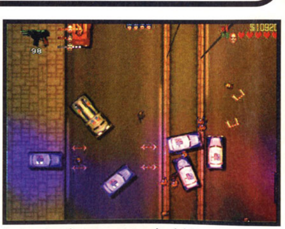
Before a gang gives you a job you must earn their respect. This can be done in a number of ways, the easiest of which is to give the gang a gift. Not a box with a ribbon on top, rather a couple of stolen cars or wiping out some unwanted enemies. You can switch allegiance between the gangs at any time, but the best missions are only playable if you've earned enough respect.



Little fires like this put big smiles on the faces of gang leaders – unless it's one of their boys who's 'cooking for dinner'. Jobs like these attract a lot of attention but command big respect



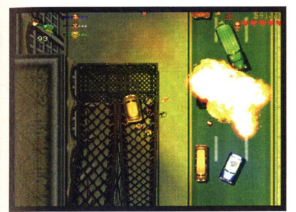

Find this hood a jeep, bozo, or he'll be all over you like ugly on a moose! Crime lords are really petty when it comes down to it. Make everyday like it's their birthday and they'll give you the breaks



Hey boss, I got those cop cars you ordered right outside. They're full of cops but I got them here, didn't I. Hey forget about the cops okay, I was only jerking around. Hey, forget about it alright

## DRIVE THRU

The new design affects how cars function in the game, it's not just a graphical makeover. For starters computer drivers now behave a lot smarter – they'll drive round parked cars whereas before they stopped in their tracks. More importantly, cars now have more than one door and can carry more than one person. So, if you commandeer a bus, you can now pull over at bus stops to collect passengers.

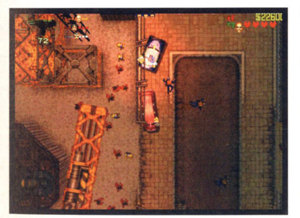

Something goes pop on the street, and the driver of this truck swerves to avoid the blast. In the original *Grand Theft Auto* an obstacle such as this would stop him dead


You weave through the road block, assuming that the cops are going to mess up – just like in the first GTA, right. Uh-uh, they're going to come screaming right after you so you'd better stay frosty


See! See how smart the cops are in this game! This should've been a piece of cake, but it's like they had it all worked out. In a situation like this let the cops take the car, while you take off

## GUARDIAN ANGEL

With a darker, more violent city comes the added danger of more crime – not caused by you but from other deviants such as muggers, car thieves and joyriders. Gangs will also carry out their own plans, with or without your help. There's a lot of people wandering the streets in *GTA 2*; if you're not quick enough, someone else will have their wicked way with them first.


With so many rival gangs it's not surprising to find gang warfare kicking off. Though you may be elsewhere causing trouble, gangs continue to go about their work with unpredictable results


Sometimes the cops might be tracking someone else down, and you can make tactical use of the chaos. While the bullets are in the main street, you can always duck down a back alley to sneak by


In the original *GTA* the gangs were only mentioned to make you believe you were operating on the same turf. In *GTA 2* you really are competing with hundreds of mobsters roaming the streets

**the sequel you'll notice GTA has changed"**

## SO YOU THINK YOU'RE A GANGSTER

**To become Mr Big you need to earn some major respect. That means committing hideous crimes. We think these guys would have been pretty cool at *GTA 2* – look at their credentials! But check the end results...**




Name: **Al Capone, aka Scarface**
Crimes: **Notorious gangster, if it was illegal he ran it**
When: **1934**
Where: **Chicago**
The end result: **Imprisoned at Alcatraz for tax evasion**

Name: **Brink's Robbery Gang**
Crimes: **Armed robbery of almost $3 million**
When: **1950**
Where: **Boston**
The end result: **Seven got life, the rest between 2-10 years**

Name: **Baby Face Nelson**
Crimes: **Bank robbery, escaped from jail**
When: **1931**
Where: **USA**
The end result: **Shot dead by FBI**

Name: **John Dillenger**
Crimes: **Thief, cold-blooded killer, bank robber**
When: **1934**
Where: **USA**
The end result: **Shot dead by FBI**

Name: **Bonnie & Clyde**
Crimes: **Murder, robbery, kidnapping**
When: **1934**
Where: **Louisiana and Texas**
The end result: **Shot dead by FBI**

Name: **Pretty Boy Floyd**
Crimes: **Kansas City Massacre, robbery, etc, etc**
When: **1933**
Where: **Er, Kansas**
The end result: **Shot dead by FBI**

## VOTE NOW

**Your favourite games are under threat, so make yourself heard. We've set up two phone lines for you to call. If you think video games directly make people violent and should be banned, call the first number. If you think that's not true, dial the second number. Your call will be automatically registered.**

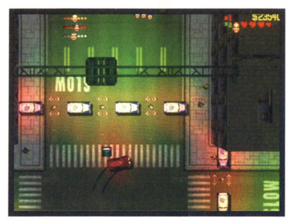
**YES Games make people violent in real life:**
**Call: 0171 972 6760**

**NO Games don't make people violent in real life:**
**Call: 0171 972 6761**

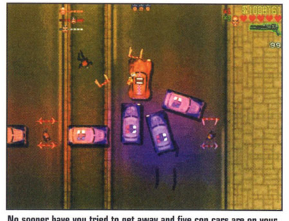
**You can also register your vote at the Computer and Video Games website. Log on at www.computerandvideogames.com**
**Please ask the person who pays the bill before you call. Lines are open until 15th September, charged at national rates.**

## CALL THE COPS

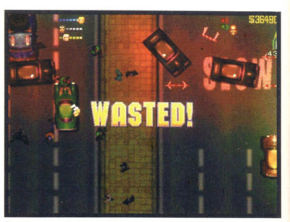
Crime will lead to one thing – the police. This time they're much tougher. Equipped with faster cars and capable of a good chase. But the boys in blue aren't alone. Depending on how well you're doing, other forms of law enforcement will appear. The FBI, SWAT teams and eventually the military will be called into action if you prove notorious. Then you know you're cooking.



That's some kind of road block these cops have got here! See, cops work in groups of up to five patrol cars in *GTA 2*, making it much trickier to outwit them. Your fun can end pretty quickly



No sooner have you tried to get away and five cop cars are on your tail already! These guys will try anything to get you to pull over – run you off the road, cut you up at a junction, or box you in




You can go around saying the cops are a bunch of wussies, but don't you believe it for a minute. Unless you want to be seeing this message every time you step out to get some air

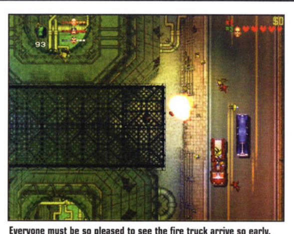


## BE GOOD

If you're the peaceful type who finds all this crime rather distasteful, then why not try and bring a little peace and harmony to the city, by borrowing a vehicle that will bring happiness to fellow law abiders? *GTA 2* can offer you such delights as ice-cream and hot dog vans, taxis and buses, among others. Plus, this time you can steal fire trucks that allow you to put out fires.



If you steal a hot dog van, people expect you to be selling hot dogs. Which means that you can pull up to the kerb all nice and slow, everyone licking their lips, then hit the gas and watch them run!



Everyone must be so pleased to see the fire truck arrive so early, the refinery is saved! Little do they know that the driver is none other than yours truly, and that you ain't packing no fire hose



We saved this pic until last because it's flippin' ace! This cop has just been blown sky high by the explosion. It looks a lot like Bruce Willis in Die Hard 2 when he escapes death in an ejector seat!



## WHO'S WHO?

**So who are the gangs operating in this vast city?**

- **RUSSIAN MAFIA** Their main interests are arms-dealing, car-jacking and a lucrative export business to the relatives back home.
- **KRISHNA GANG** They were roadkill in the first game, now they're a well-organised cult that kidnaps and brainwashes people from the street.
- **REDNECKS** These guys hate everyone, including the church and most companies. They are very patriotic, they respect only one man – Elvis.
- **YAKUZA** Very well organised, the Yakuza are the dominant drug dealers in the city. Very cool and totally professional.
- **LOONIES** These guys are just plain crazy. If they were more organised they'd be the most dangerous gang in the game.
- **SCIENTISTS** An espionage faction of the Zaibatsu, made up of lots of people strangely familiar, such as Q from the Bond movies. They'll give you the best weapons.
- **ZAIBATSU** A futuristic drugs company with large amounts of money and resources which result in some very costly equipment. They are the ultimate in evil and you will have to take them on, eventually.



## We Reckon

***GTA 2* will be a sequel that expands the original game in every possible way, while still staying loyal to its roots. There's more of everything: villains, missions, cars, people to kill, everything. Best of all, it looks like it'll be a lot of fun. We'll bring you the review soon.**

# WIN GTA 2 BEFORE IT'S IN THE SHOPS

Everyone will want a copy of *GTA 2* on the day of release – you can have it before then

You've read about it and now you're probably counting down the days until it's released by scrawling on the wall of your cell. Wait no more, enter our competition and be one of the first in the country to own a copy of *GTA 2*; we'll even throw in copies of the original game and *GTA London*, too. There are five sets of prizes to be won. To stand a chance you need to answer this simple *GTA* question:

**QUESTION**

**What American prison did the gangster Al Capone end up in?**

If you think you know the answer, fill in the entry form at the bottom of the page, slip it in an envelope and chuck it in the post to Computer and Video Games, GTA GIVEAWAY, Angel House, 338-346 Goswell Road, London, EC1V 7QP

**Remember, please specify if you want the PC or PlayStation version of the games (otherwise they won't be of much use, will they?). Winners' prizes will be sent out and should arrive before the final release date of *Grand Theft Auto 2*.**

## COMPETITION ENTRY FORM

**Entries close 15th September, so get 'em in sharpish.**

I want to win one of the fantastic prizes. My answer to the question is...

Name . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . .

Age . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . .

Address . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . .

. . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . .

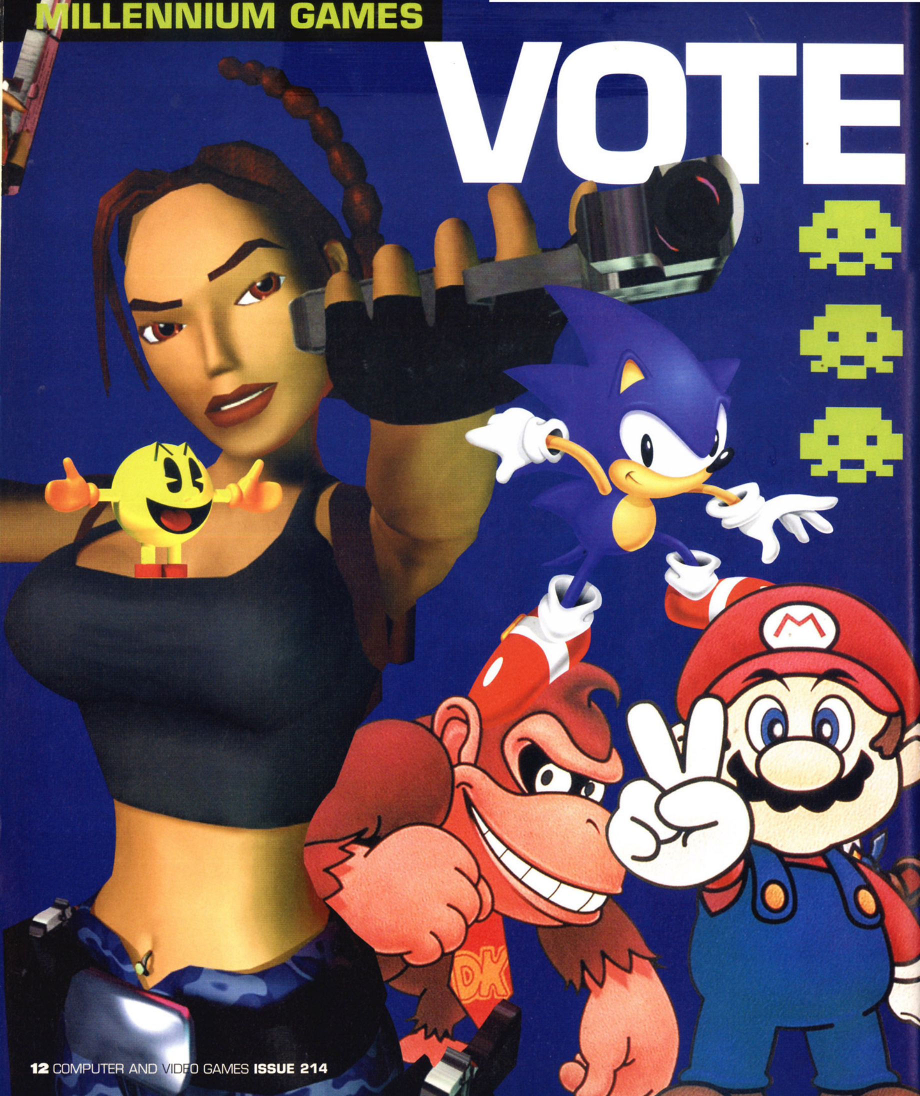
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Telephone number . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . .

Favourite game . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . .

Console(s) owned . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . .

# VOTE



# NOW! YOUR GREATEST GAMES OF ALL TIME

**This is your chance to make your mark on history. Computer and Video Games is the world's Original games mag and to mark the end of the millennium we're running what will be the biggest games vote ever.**
**Everybody has their favs and opinions on what's best: Is *Metal Gear Solid* better than *Tomb Raider 3*, or is *Quake 2* better than *Half-Life*? Argue no longer, your vote will help settle the debate for once and for all.**

**OLD OR NEW, IT'S YOUR CALL**
We want to know what your favourite games are, the ones that you think are the absolute business. It doesn't matter if they're old like *Space Invaders* or *Pac Man*, or brand new like *Episode One Racer* or *Ridge Racer T4*. It's your vote and that's what counts.

**PRIZES, PRIZES**
Think hard about the games that give you the biggest buzz when you play, then write them down on the entry form. You can vote for a game that's been released in the UK on any format, including consoles, handhelds, computers, PCs or arcade.
Once all the votes are in, we'll run the results in a mega feature in a few of issue's time. Also, we'll have some pretty special prizes to give away (no clues just yet). Send your coupon to: **Greatest Games of All Time, Computer and Video Games, 338-346 Goswell Rd, London, EC1V. 7QP**.

## THE GREATEST GAMES OF ALL TIME

Fill in your games below and, if you want, why they're so good.

**Name:** ..........

**Address:** ..........

..........

**My favourite ten games are:**

**1** ..........
**Why's it so good?** ..........

**2** ..........
**Why's it so good?** ..........

**3** ..........
**Why's it so good?** ..........

**4** ..........
**Why's it so good?** ..........

**5** ..........
**Why's it so good?** ..........

**6** ..........
**Why's it so good?** ..........

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**9** ..........
**Why's it so good?** ..........

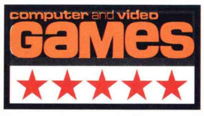
**10** ..........
**Why's it so good?** ..........

**On occasion EMAP Active publishers of Computer and Video Games and associated companies to make offers of products or services which we believe may be of interest to our customers. If you DO NOT wish to have the details given here to be passed on, please tick the box ❑**

## WHAT'S IMPORTANT

***The Computer and Video Games 5-star award is your guarantee of a great game. When you see the logo, it's like having an informed best mate recommend you a game personally. It's something you can always trust.***

**HONEST** Regardless of hype, reputation or advertising surrounding a game, if it's great we'll say so and if it's poor, we'll tell you the truth.
**FAIR** We're not biased. A good game is a good game regardless of format or who's made it.
**THOROUGH** We play games longer and harder than anyone else. And we don't rate games on half-finished versions either. We'd rather wait and give you the full, accurate story.
**KNOWLEDGE** Computer and Video Games is 17 years old. We were the world's first games mag which means we've played more games than another other mag. Our writers are all experts, have years of experience and know what makes a cracking game.




Any game that earns the 5-star award is truly exceptional. It'll do more than just look good and play well, it will rank with the most enjoyable and rewarding games in existence.

## THIS MONTH'S BIG HITTERS...



# QUAKE 2

Alone on an alien planet with just a load of guns for company. Poor old you

**WORDS & SCREENSHOTS:** ED LOMAS

**C**onsole players may be feeling a little left out of the whole *Quake 2* thing. PC owners have been raving about it for the last few years – how great the weapons are, how cool it looks, how much fun the deathmatches are. There's no need to worry, not now a special Nintendo 64 version is here. Everything's been trimmed and crammed into a neat little cartridge, ready to turn you into a death-crazed zombie like the rest of us. Gurgle...

## MISSION BRIEFING

The Nintendo 64 version of *Quake 2* is made of entirely new levels, rather than simply containing all of the original PC game's. Instead of having massive missions spread across multiple levels, the stages are now totally separate from one another, with a number of objectives to complete on each.



Alien bases are hidden in these sprawling underground caverns, where you'll need to fight off angry native monsters as well as heavily-armed Strogg guards



Early levels involve working your way through Strogg outposts, destroying important generators on the way. Tough enemies appear early on and start chucking grenades straight away



Later on you travel through more impressive bases, taking on harder enemies such as this Iron Maiden. Armed with Rocket Launchers, you've got to be very careful with these around

## TO THE DEATHMATCH

*Quake 2*'s popularity with PC players is almost entirely down to its brilliant multiplayer mode, with massive deathmatches taking place constantly over the internet. The Nintendo 64 version features a four-player mode with a selection of specially-designed levels for you to play on.



Standard two-player deathmatches work well. The action is still fairly smooth and fast, plus it's possible to see what's going on without straining your eyes too hard



Four-player deathmatches are a bit hectic. Because *Quake 2*'s action is more fast-paced than *Goldeneye*'s, you don't get much time to rest – just keep moving all the time



Extra modes give the multiplayer mode long-lasting appeal. Team games are always fun, especially in Capture The Flag mode – working together with your partner is essential for victory

# INSTANT PLAYER GUIDE

## IT'S A SECRET

Finding the secret areas in *Quake 2* is not only a fun challenge, but it's also very handy if you're going to make it through to the end of the level alive. Here are the locations of the very first level's four secrets.



**SECRET 1:** When you go through the first set of doors into the main open section (with moving crates on the far wall) drop into the water under the floor and swim under the small bridge to find some shotgun ammunition and health



**SECRET 2:** Climb onto the ledge under the moving crates and wait on the far right side until you're lifted on the conveyor belt. Jump onto a crate from the top and ride it until you can jump to the platform above the door and get the Invisibility



**SECRET 3:** In one of the first big rooms, drop off the ledge and get rid of the bad guys down there. Then shoot the barrels by the ladder (from a safe distance) and they'll destroy a panel to reveal a Super Shotgun. A very handy weapon, this one



**SECRET 4:** This one's nice and easy. While walking along one of the corridors on your way to the end of the level, a message will tell you to shoot the coloured button above the door. When you do, a panel will open up, revealing some Adrenaline

## UP THE ARSENAL

The weapons in *Quake 2* are some of the best in corridor games, as they're nicely balanced so that everything has its strengths and weaknesses. Just take a look at the kind of legendary arsenal you'll be able to get your hands on.



The Super Shotgun is certainly one of the best weapons, even though you get it very early on. At long range it's not much use, but stick it in someone's face and you'll blow it off in one go



The Machinegun is accurate, so it's great for mid-range enemies, but it's not too good if someone's firing back at the same time. Chances are you'll have lost most of your health by the time they die



The Rocket Launcher is a favourite for most people. Long range enemies can be wiped out with ease, and whole gangs of creatures can be severely damaged in a single shot. Useless close-up though



Now this is a real *Quake 2* expert's weapon – the Rail Gun! This fires single shots and takes ages to load, but is pin-point accurate and massively powerful. Only use it on enemies at long range, or you'll suffer as you wait for the next shot to charge up



This rapid-firing laser is called the Hyper Blaster. Its powerful shots can slice through rooms full of enemies in seconds, but it takes a while to wind down when you let go of the trigger. Use it in an emergency, but don't stop firing until absolutely everything is dead



The BFG 9000, the ultimate in Big Frickin' Gun technology. Each shot takes ages to charge, but will destroy anything it its way. Surprisingly, the BFG isn't all that much use in deathmatches because it's so slow to reload. Use the Super Shotgun to beat it

**"Gives even battle-weary PC fans something to play with"**

INSTANT PLAYER GUIDE INSTANT PLAY

# GET A MOVE ON

There's one rule which almost always works in corridor games like *Quake 2*: keep moving whenever there's an enemy around. Here are a few simple tricks you should master if you want to stay alive while exploring the bases of the planet Stroggos.



All of the enemies in *Quake 2* stand still to attack, so make sure you're always on the move. Sidestep and turn at the same time to move around them, shooting all the time

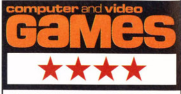

Although you may think a bad guy is dead, that's not always the case. Some sit up and fire a few shots before kicking the bucket, while others stagger around shooting like headless humans

## WHAT WE THOUGHT

**IT'LL NEVER WORK**
Translating big PC games onto console rarely works as well as it should, but a fair bit of effort has been put into making the Nintendo 64 version of *Quake 2* worth playing. The new levels are slower-paced than the originals but they make for a slightly more strategic game.

**LOOK SHARP**
Using the Expansion Pak, *Quake 2* looks very smart, though it does go a bit jerky when the action's moving quickly. The coloured lighting has also been overdone slightly, as it makes the moody alien space bases look more like small town discos.

**TOP STUFF**
*Turok*-style controls work well with *Quake 2*, and the new levels give even battle-weary PC fans something to play with. The new deathmatch levels aren't as hot as they could have been, and four-player mode is hard on the eyes at times, but otherwise this is a quality version of a classic game. N64 owners already have a great selection of similar titles, but those after something more action-packed than *Goldeneye* will do well with *Quake 2*.




**IF YOU LIKE THIS TRY THESE...**
*Turok 2*, *Goldeneye*




COST: £29.99
OUT: NOW
MULTIPLAYER: VARIES
COMPATIBLE WITH: MEMORY CARD/ DUAL SHOCK

[redacted]

WORDS & SCREENSHOTS: IRENA POGARCIC

# CAPCOM GENERATIONS

Buy a library of classic arcade games at a dirt-cheap price

**If you've ever played *Resident Evil* or *Street Fighter* and wondered what other games Capcom have made, then here's your chance to delve into the past of one of the most prolific games companies in the world and see how it all began. *Generations* is a collection that racks up 13 games, spanning four discs and dating back to 1984. For retro fans and those that remember these games the first time around, this must be the biggest release of the year.**

## THE BEGINNING

Each of the four discs centres around a theme, grouping together similar games or sequels to big hits. The first disc takes in the earliest years of Capcom, with four basic games that are imitations of bigger hits of the period, but often with a clever twist.



**VULGUS** Looks and plays like Namco's *Xevious* series, a simple blaster

**PIRATE SHIP HIGEMARU** Reminiscent of *Pac Man* and *Bomberman* games

**SONSON** A mixture of *Pac Man* and *Donkey Kong*, plays better than it sounds

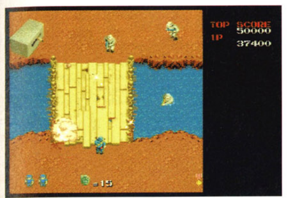
## WHAT YOU GET

The 13 games in the collection are:

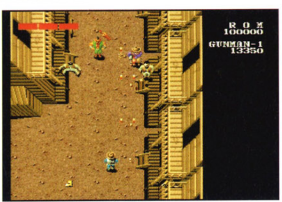
| | |
|---|---|
| Pirate Ship Higemnaru | 1984 |
| Vulgus | 1984 |
| Sonson | 1984 |
| 1942 | 1984 |
| Exed Eyes | 1985 |
| Ghosts 'N Goblins | 1985 |
| Commando | 1985 |
| Gunsmoke | 1985 |
| 1943 | 1987 |
| 1943+ | 1988 |
| Ghouls 'N Ghosts | 1988 |
| Mercs | 1990 |
| Super Ghouls 'N Ghosts | 1991 |

## SHOOT IT

The company's fortunes changed with a game that caused plenty of its own imitations, *Commando*, the best of which were by Capcom themselves. It's still addictive, and very tough, and if you look really hard you'll still find it in arcades today.




**COMMANDO** A one-man army rages war against formidable odds. The action never stops and the bullets fly at you from all angles




**GUNSMOKE** The same idea as *Commando*, but set in the Wild West. There are lots of power-ups to collect, including a faithful horse




**MERCS** It's *Commando* but with triple the excitement – allowing three players to join forces – and you can drive vehicles, too




Another huge hit was *1942*, a game set in the skies over the Pacific in World War II. You control a plane as it flies up the screen, blasting anything that comes in your way. Before this, all shooters were sci-fi based, so *1942* was a huge innovation.




**1942** A very tough game with a funny "whistling" soundtrack




**1943** The Battle of Midway gives you far bigger bosses to blast




**1943+** There's a new bi-plane to fly, and gorgeous graphics




We've saved the best until last. The final disc contains the *Ghosts 'N Goblins* trilogy where a brave knight searches for his beloved in a haunted land. You can see lots of similarities between the series, and some of the creatures that appear in *Resident Evil*.




**GHOSTS 'N GOBLINS** One of the toughest games ever made, it shares many similarities with the popular *Castlevania* series




**GHOULS 'N GHOSTS** A superior sequel which increases the action and playability. It's the best game in the compilation by a long way




**SUPER GHOULS 'N GHOSTS** More of the same for Super Nintendo owners, making use of SNES Mode 7 graphical trickery

## WHAT WE THOUGHT

### GOOD DEAL

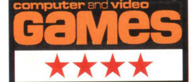
This collection is an absolute bargain, worth the asking price just for the chance to play the classic *Ghosts 'N Goblins* and its sequels.

### WHAT ABOUT THE OTHERS?

Some of the earlier games on offer here probably won't warrant more than ten minutes playing time before you've seen everything they could possibly offer. But every one deserves a play when you bear in mind Capcom's games today, and to see how they got here. From a historical point of view, it's a lot more fun than reading about them in a book.

### WILL YOU LIKE IT?

If you think old games deserve to be left behind while you concentrate on the latest 3D extravaganza, then you should stay clear of these delights. But if you want to find out how far games have progressed, then this is one of the best packages on offer. You'll also see how much tougher games were back then, too.




**IF YOU LIKE THIS TRY THESE...**
*Street Fighter Collection*, *Williams Arcade Classics*




COST: **£49.99**
OUT: **NOW**

MULTIPLAYER: **1-2**
COMPATIBLE: **RUMBLE PAK, MEMORY PAK**

# MYSTICAL STARRING GOEMON

Mix parts of Mario, with the blue hair of Sonic, and allow them to visit towns and shops like Zelda

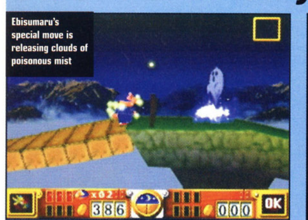
**WHAT YOU NEED TO KNOW**
*Mystical Ninja 2* is a platform/RPG where you have to help an old man get his time travel machine back from the hands of the evil Bismaru. He has stolen it to bring evil ghosts back from the past and conquer the land of Edo. Goemon and his ninja pals, Ebisumaru, Sasuke and Yae have to fight Bismaru's henchmen, set a princess free and bring back peace.

**PASSES PLEASE**
Goemon has to get passes allowing him to progress to the next area. Some basic stages get you into the swing of the controls but when you get to the Castle, the game gets tougher, having to pass countless traps and master all the moves before you get closer to Bismaru. In between lies a town where you can replenish your energy by eating in a restaurant or catching up on sleep at the Inn. You can also purchase armour and health potions, and talk to townspeople.

**DON'T MESS WITH THE 'DO**
What's it with the blue hair? Both Goemon and Sasuke sport nasty spiky versions, while Ebisumaru looks a bit like Benny the Ball from Top Cat. Hairstyles aside, they have some nice moves. Goemon uses a pipe to beat off his enemies and with a bit of luck you'll be able to equip him with a chain pipe that extends – the only way to break certain blocks. Ebisumaru releases poisonous mist. Later you will be able to play as Sasuke and Yae who can both dive. Yae turns into a mermaid while Sasuske is pretty mean on dry land.

**WORTH PLAYING?**
Almost, if only to see the Game Over screen with three muscle men dancing with hoola-hoops. As the game's geared towards a younger audience, it's not as easy to play as we imagined. The energy bar is kept rather small and the first few levels can be tricky. It's a little repetitive, too. Younger players will probably love it but may find it difficult.

## "It's not as easy to play as we imagined"



Ebisumaru's special move is releasing clouds of poisonous mist



In two player mode, team-up for a more powerful attack



Goemon's chain pipe reaches enemies that are further away



Swing and jump on poles to reach higher sections of a level



In Edo visit the Inn to save a game or replenish energy by sleeping over

# NINJA II

WORDS & SCREENSHOTS: IRENA POGARCIC




Follow your progress or re-visit already cleared levels from the Area Map screen. To help friends sometimes you'll double back to replay completed levels in a new way




The Game Over screen is like nothing you've seen before or are likely to ever again. Pity the novelty of it wears off, after a few hours playing the game you'll be annoyed at the sight and sound of it

computer and video Games

★★★

**IF YOU LIKE THIS TRY THESE...**
*Tomba, Crash Bandicoot Warped, Spyro The Dragon* (PlayStation), *Banjo Kazooie* (N64)




PlayStation

COST: **£34.99**
OUT: **NOW**
MULTIPLAYER: **1-2**
COMPATIBLE: **DUAL SHOCK, MEMORY CARD**

WORDS & SCREENSHOTS: ED LOMAS

# CASTROL HONDA SUPERBIKE RACING

## Riding such a mean hog should be more fun than this

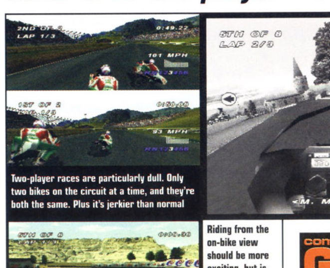
**WHAT YOU NEED TO KNOW**
It's a superbike racing game based on a single team rather than the complete sport. As such you can only ride for the Castrol Honda team of the title. Some of the courses are made up from scratch but are still meant to be fairly realistic, making the game one of the most detailed motorbiking simulations on PlayStation.

**COMPLETE WITH STABILISERS**
There are a number of difficulty settings in *Castrol Honda Superbike*, giving everyone the chance to play. On the easiest setting, you can't damage the bikes, plus gear changes, braking and steering are all partially done for you. The hardest setting hands all control to the player, and makes it very tricky to ride properly.

**WORTH PLAYING?**
The difficulty settings are a nice idea but they totally change the way the game plays. With all the assistance on you hardly do anything, while with it turned off the bikes become extremely frustrating to handle. The control system isn't too great, making things harder, and the graphics are very scruffy and jerky. Terrible collision detection makes high-speed, on-the-edge cornering a random affair too. This is only for desperate bike fans.

**ON TRACK**
**Honda's Castrol World Superbike team has been crushed most seasons by the Ducatis. This is odd because Honda spends millions more on development. They're more powerful but the Dukes out-handle them. Don't see any Ducatis in the game...**

## *"The hardest setting hands all control to the player – very tricky"*




Two-player races are particularly dull. Only two bikes on the circuit at a time, and they're both the same. Plus it's jerkier than normal

Riding from the on-bike view should be more exciting, but is just confusing

With computer assistance on, arrows tell you how to steer

computer and video Games

★★

**IF YOU LIKE THIS TRY THESE...**
*Moto Racer 2, Road Rash 3D*


PULL-OUT POSTER
computer and video GAMES
G-POLICE 2
Pyromaniac cops unite! Another chance to turn crims nice and crispy

PC CD ROM

COST: **£34.99**
OUT: **NOW**
MULTIPLAYER: **NO**
COMPATIBLE: **KEYBOARD/ MOUSE/4-AXIS JOYSTICK**

Those pesky scientists are at it again. A probe sent into space to seek out parallel universes (never a wise move) has gone berserk and now the Earth is being sucked into a huge vortex of nastiness. Three scientists are sent to recover the probe, but being puny eggheads they need protection on their mission. Enter one Cutter Slade, a far-from-puny Navy S.E.A.L Commander with a razor sharp wit and a heart as hard as his crew-cut. Cutter embarks on his journey expecting to blast the alien spooks into oblivion and save the world. If only life were that simple...

Adventure gaming will never be the same **WORDS & SCREENSHOTS:** MAURA SUTTON

# OUTCAST

## WISH YOU WERE HERE

The parallel universe of Adelpha is made up of six breathtakingly beautiful worlds. Wander around them, talk to people then, if it takes your fancy, shoot them with the biggest gun you've got.


**RANZAAR**
It snows all the time on this world. Brrr! The Talans are friendly and teach you the skills you need for your quest

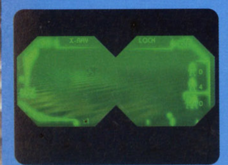

**SHAMAZAAR**
Peaceful and serene, this land is full of temples and priests. The harmony is shattered by Fae Rhan's evil soldiers


**TALANZAAR (OKRIANA)**
A bustling world of markets, traders and beggars. The dreaded Fae Rhan lives here. Beware! It's swarming with soldiers

# INSTANT PLAYER GUIDE INSTANT PLAYER GUIDE INSTANT PLAYER GU

## GADGETS

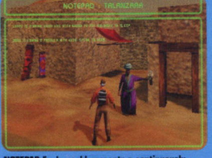
Cutter picks up plenty of useful gadgets on his travels. Thanks to the excellent way the controls are set up it's all very user-friendly. Here are some of life's bare essentials...




**BINOCULARS** Use them to scan buildings for soldiers and see exactly how many of them you have to kill. Then run away




**BACKPACK** Your miniaturisation backpack is kind of like a tiny Tardis. Stuff any amount of gear in here and it never gets heavy




**NOTEPAD** Each world presents a continuously changing list of tasks for Cutter. Keep track of them here, if you know what's god for you



**WEAPONS** Each weapon has three different upgrades. They're useful but not necessarily easy to come by though

## FRIENDS

When Cutter lands on Adelpha he's all alone. The scientists are missing and so is his equipment. To complete his mission and find the probe he needs all the help he can get from the inhabitants of this strange land. Look for these characters on each world.



The Shamaz priests will answer your questions as well as healing your wounds. Use them to help you through the game



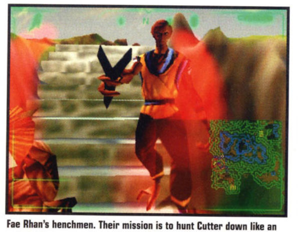
Recreators make weapon fuel from everyday objects. Very handy when it comes to a bit of combat



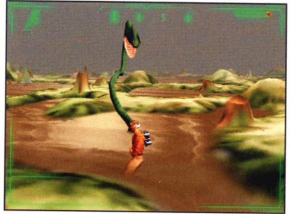
Twon-Ha are Chocobo-like creatures that you can ride. Attract them by waving a smelly Gui rag. Honestly

## FOES

You can't have an adventure without some really rancid baddies, and *Outcast* is no exception. What truly sets the game apart is the astounding artificial intelligence. The bad guys hunt you, stalk you and even outsmart you



Fae Rhan's henchmen. Their mission is to hunt Cutter down like an animal. They never give up looking for you



This beauty lives on Okasankaar. His mission in life is to bite your head off. Don't try paddling when he's lurking



Sannegtas lurk in the sea of Okasankaar. So vicious they make piranhas look like goldfish. Swim like hell or die

***"It looks so good you'll be licking the screen and drooling"***

## INSTANT PLAYER GUIDE INSTANT PLAY

# LOVE NOT WAR

Although *Outcast* is an adventure game with lots of scope for mass slaughter, you can't just blast your way around. You'll get on much better if you take time out to help the Talans when they ask you to perform tasks. Treat them mean and they'll refuse to talk to you.



Killing...it feels good, but is it right? Or should you talk?



Portals to another world... always heavily guarded

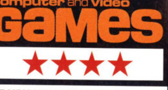
## WHAT WE THOUGHT

**IT LOOKS GOOD**

It's visual masterpiece which looks so good you'll be licking the screen and drooling. Plus, despite being a adventure/role playing game *Outcast* avoids the pitfalls of both. You have tons of tasks to perform on each world but you can go anywhere you like so you never feel trapped or stuck. It never gets boring and the stirring soundtrack (from the Moscow Symphony Orchestra – how very posh) really pumps up the atmosphere.

**THE VERDICT IS...**

This is one of those rare games that is actually worth staying up all night for. As the plot starts to unfold you'll be desperate to find out what happens next and you'll never get tired of exploring. The difficulty level is pitched exactly right, and you get to decide how you want to play. You can go around killing everything in sight if you like, or you can smarm and charm your way through. It's your choice. You'll still finish the game whatever way you play it but will it take you less time if you decide to be nice as well as naughty? Whatever, you're going to love every minute of *Outcast*.




**IF YOU LIKE THIS TRY THESE...**
*Tomb Raider, Final Fantasy VII*






COST: **£34.99**
OUT: **NOW**

MULTIPLAYER: **1-8**
COMPATIBLE: **KEYBOARD/ MOUSE/ INTERNET**



There's a riot going on over here, and that giant red spider has just wasted a whole troop of guys



You need to protect the sacred stones from the enemy

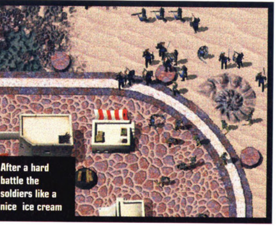
There are lots of units, it's a race to get them before the enemy

# TOTAL ANNIHILATION: KINGDOMS

**WORDS & SCREENSHOTS:** IRENA POGARCIC

Strategy games are about to get medieval on your ass...





After a hard battle the soldiers like a nice ice cream

Knights, dragons and catapults fine, but why the giant bugs?

### WHAT YOU NEED TO KNOW

*Total Annihilation: Kingdoms* is a real-time strategy game that takes place in the lands of Darien, divided between four siblings of the king, Garacaius. Each of the four siblings has their own strengths, weaknesses and a very strange name.

### CHOOSE YOUR ADVENTURE

The game has three play options: Adventure will load various mission scenarios where you can randomly get to try out each of the four monarchs and their forces.

Play against the machine in Skirmish mode where you can pick any of the four monarchs, select a map and your opponent. You get to build defensive structures and your barracks will produce an array of offensive forces. Each monarch has unique armies or magical creatures that will fight the wars for them. The monarch and the builder use a special energy called Mana, produced by Lodestones, to conjure structures, units and to cast spells. Controlling the Lodestones and Mana is the key to winning. The third mode is identical to Skirmish, just played over the internet.

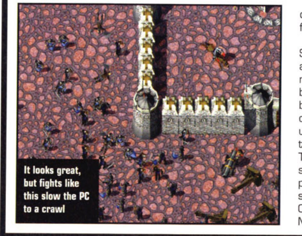
### THE DIFFERENT ARMIES

Once you have built armies and secured your cities you can fight wars. Unlike most games of this type, the different armies in *Kingdoms* are diverse. The forces of Zhon consist of tamed wild beasts and mythical creatures like Gryphons (lions with dragon wings) or Basilisk – a reptile with glowing eyes which turns enemies to stone. The armies of Taros contain demons, witches and dark priests who use magic in the battle. Aramon's army is built with soldiers and canons, while Verona has a mighty navy.

### WORTH PLAYING?

A great idea, sadly spoiled. The setting is fairly original, there are some great characters and pretty graphics. Problem is it takes so looooong to load. Conflicts between opponents can feel slow too, mainly due to the game coughing and spluttering when there are lots of characters on screen.

It could have been great but with faults like these, plus the fact that some troops are impossible to distinguish between, makes it a frustrating experience.



It looks great, but fights like this slow the PC to a crawl



Attacks on enemy units can look really impressive

Dragons should stay clear of archer's arrows

Superiority at sea is one of the ways to achieve victory, but each faction has unique units that will be effective in combat

**computer and video GAMES**

★★★

**IF YOU LIKE THIS, TRY THESE...**
*Age of Empires, Populous – The Beginning, Command & Conquer*




PC CD ROM

COST: £39.99
OUT: NOW

MULTIPLAYER: 1-4
COMPATIBLE: KEYBOARD/ JOYSTICK/ JOYPAD

# FA PREMIER LEAGUE ALLSTARS

**Celebrate the start of the football season with the stars of the Premier League**

**WORDS & SCREENSHOTS:** ALEX HUHTALA

After the barren months of summer, where all you could turn to if you wanted a football fix was the Women's World Cup, or the South American fouling bonanza – the Copa America, it's good to welcome back our beautiful game. With the Premiership as popular as ever, EA Sports, the company behind *FIFA*, have made a football game based solely on the action of the top division. The end result is a game that shares many similarities with *FIFA*, but also has plenty of new surprises and ideas.

## A STAR IS BORN

*Premier League Stars* mixes arcade action with some simple management to create a new type of football game. The main focus is the stars system, where performances on the pitch are rewarded with star points. These stars can then be used to develop existing players, or invest in new ones.


If you're used to watching football on Sky Sports then this is the gaming equivalent. Extensive replays, camera angles and Martin Tyler and Andy Gray commentating


Oi, Keeper, wake up! Thanks to the official licence, you get to play in the "real" stadiums, too. See how playing at Old Trafford can affect your team performance



The easiest way to earn more star points is to score goals. Having a player like Michael Owen helps, but that's what he's paid for

## INSTANT PLAYER GUIDE INSTANT PLAYER GUIDE INSTANT PLA

# EASIEST GOAL IN THE BOOK

We love finding cheesy goals in football games, it's the bread and butter of our sport. And every game – no matter how flash or respected – has them, and we found a howler in this game straight away. It's one of the oldest errors in the book – a poorly marked back post.



When you get a corner, simply lob the ball 3/4 power, so it drops a few feet wide of the goal-line and far post – there's always a forward waiting…



… and it's a simple header into the back of the net. Andy Gray's commentary starts criticising the defence, maybe he should have mentioned it to the programmers



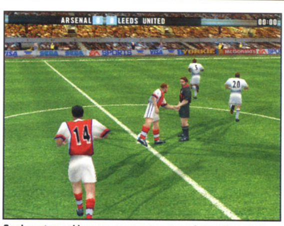
They're quite right to celebrate it. Wonder if those new Arsenal shirts will be appearing in the PlayStation version? What do you reckon?

## CHOOSE WISELY

Not only are you earning stars as you play more matches, but the computer controlled teams earn them too. As your team becomes stronger, so do some of the bigger teams in the League. You don't have to win a game to earn stars, fair play and man of the match awards will result in your star bank growing.




The pre-game match-up reveals that Leeds have been building up the squad evenly, while Arsenal have invested in Clarence Seedorf




Good sportsmanship can earn you extra star points at the end of play, so avoid being booked and shake the refs hand a lot




Getting sent off may look cool, with the players arguing and the ref intervening, but it could leave you with no stars at the whistle

## WHAT ABOUT THE FOOTIE?

The game plays far smoother than the last *FIFA*, plus computer controlled players now make some positive, intelligent runs for you. When you add all the high EA Sports production values, including commentary and fancy goal celebrations, you can't help getting wrapped up in the action.



If you saw this game running in a shop window you could be fooled into thinking it was the real thing, the animation on the players is that good




The computer controlled players make impressive runs, allowing you to play a sensible team game instead of relying on one man to do all the work

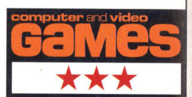
## WHAT WE THOUGHT

**FIRST IMPRESSIONS**
After being bombarded by 9PM (Til I Come) which blasts from the speakers once the game loads, you're faced with a confusing menu system. A few clicks in the right places and it's on to the action, where you get a game that looks just like the last *FIFA*.

**BUT WAIT**
After a few matches though, the differences become apparent. This is better than *FIFA*, with players doing what you want and your team keeping their shape. Most importantly, it's more fun.

**MARIO ALL STARS**
We had our doubts about the stars system – it's a bold move to try something so different – but it works. Play a league season and, providing you're winning matches, your team improve drastically.

**THE VERDICT IS...**
It's a nicer version of *FIFA*, but without the millions of teams and indoor modes that we've come to expect from an EA Sports game. Instead you get a game stripped to its core. The end result is something far more refined and playable than *FIFA*, but once the star gimmick wears off you'll be left wanting more to play with.

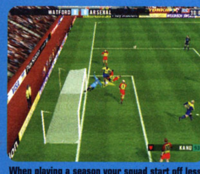



**IF YOU LIKE THIS TRY THESE...**
*FIFA '99, UEFA Champions League, ISS Pro '98*

# INSTANT PLAYER GUIDE INSTANT PLAYER GUIDE INSTANT PLAYER GUI

## SPENDING YOUR STARS

You've played the first couple of games of the season and you don't know whether to spend your stars developing the existing squad, or save them up to buy a new team player.




When playing a season your squad start off less skilled than when selecting a friendly match. Dish out the stars to turn your team into a race of atomic supermen. That last bit's a lie




Our tip is to see who's available for transfer, and if there are any areas in the squad where you're weak. One star player added to your squad can make a big difference on match day

## PASS AND MOVE

Forget the short pass to feet button, it's a waste of time. If you've got players that love to attack, then use the through-ball and play the ball into space, allowing your players to run on to the ball.




To power a through-ball pass, you need to hold the button for a few seconds, this leaves you open to attack so make sure you've got time and space before attempting to play the ball



If you play the ball into the right spot it can leave defenders flat-footed and make scoring goals a lot easier. Practice with teams like Man Utd and Arsenal until you get the hang of it

# WIN £100

## TO SPEND ON WHATEVER YOU WANT

Answer these questions and you could have £100 to spend on games, hardware or anything you like. If you need help, try looking through Computer and Video Game's review section.




**1** What's the festivally plump kid in South Park called?
**A. Chef**
**B. Kenny**
**C. Cartman**

**2** What score did *Star Wars The Phantom Menace* get?
**A. More than three**
**B. Three**
**C. Less than three**

**3** How many degrees can you move through in *Descent 3*?
**A 180**
**B 90**
**C 360**

**4** What platform is *Legend of the River King* on?
**A Nintendo 64**
**B Game Boy**
**C PC**

**5** When should *Outcast* be out?
**A Now**
**B Next month**
**C Christmas**

**6** What is V99?
**A A music festival**
**B A movie**
**C A TV program for vegetarians**

**7** What page is this cool screenshot from?



**A 44**
**B 24**
**C 14**

**8** How much does *F1 World Grand Prix 2* cost?
**A £34.99**
**B £44.99**
**C £49.99**




**9** How many HMV vouchers could you win at the Millennium Challenge?
**A £300**
**B £400**
**C £500**

**10** How many players is *Omega Boost* on PlayStation?
**A 1**
**B 2**
**C 4**

## IT'S EASY TO ENTER

All you've got to do is fill in your answers below, cut the coupon out, bung it in an envelope and post it to us at: Win Some Money, Computer and Video Games, Angel House, 338-346 Goswell Road, London, EC1V 7QP. The first correct entry out of the hat wins. Entries must be in by: 15th September 1999.

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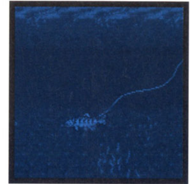
# PLAYING AWAY FROM HOME

Now's a great time to be outdoors. With your Game Boy Color you can go fishing or play *Conkers*, wherever you are

**WORDS:** DEAN SCOTT **PIC:** KENNY P

## LEGEND OF THE RIVER KING








COST: **£24.99**
OUT: **NOW**
MULTI-PLAYER: **NO**

**Use your Game Boy to catch fish. No, really**

**WHAT YOU NEED TO KNOW**
Unlikely as it sounds, fishing is becoming very popular in video games. *River King* is a strangely enjoyable oddity with familiar RPG undertones.

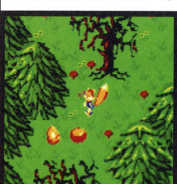
**WORK YOUR WAY UP**
Our hero catches a few small fish and sells them at market. He can then afford new rods and bait to catch bigger, with the ultimate aim to catch the rare Guardian Fish to cure your sister's life-threatening disease. Catching them can be as tedious as the real thing, while strangely satisfying. Wild animals will accost you along the way and you'll need to give them a sound kicking. If they hurt you, eat food or rest to regain health.

**WORTH PLAYING?**
It's unlikely to grip you in the long term and the RPG elements smell suspiciously like an afterthought. Real-life fishing is a boring; this is more interesting but we've played a lot better games.




★★★

## CONKER'S POCKET TALES








COST: **£24.99**
OUT: **NOW**
MULTI-PLAYER: **NO**

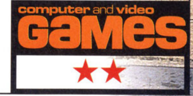
**Adventurous squirrel cowers in *Zelda's* shadow**

**WHAT YOU NEED TO KNOW**
Conker's girlfriend Berri has been kidnapped by a large acorn and he attempts to get her back by indulging in all manner of sub-standard RPG type stuff.

**STIFF COMPETITION**
The biggest problem is *Zelda: Link's Awakening*, a near perfect example of the genre, already exists.

**HIDE YOUR NUTS**
It's simple to play and you can enhance Conker's abilities the further you get into the game, but there's little incentive to. The scenery is bland, the baddies dull and the gameplay tiresome. Collect keys, open doors, find presents, die. Repeat until bored.

**WORTH PLAYING?**
Even if *Zelda* had never been made it would be difficult to recommend this. Which is a shame, because being a red squirrel should be a lot of fun. Provided, that is, one of those nasty grey squirrels wasn't trying to rip your throat out.




★★



A special weapon makes all the Neds fall in love with Ed, so they're easy to catch

Ed travels to various locations around the world in his quest for... yawn... yawn



COST: **£39.99**
OUT: **NOW**

MULTIPLAYER: **NO**
COMPATIBLE: **DUAL SHOCK/ MEMORY CARD**

# ATTACK OF THE SAUCERMAN

Here's a game which captures all the boredom of rubbish B-Movies

**WORDS/SCREENSHOTS:** ED LOMAS

**WHAT YOU NEED TO KNOW**
A giant intergalactic corporation is planning to turn Earth into a food farm. Little 'Neds' are running around all over the place, and as an alien called Ed you must travel all over the planet collecting them. But your first objective is to repair your crashed mothership and escape from Area 51. You can probably tell already – this is a strange one.

**LOOKING BAAAAAD**
*Attack Of The Saucerman* has an unusual look – the scenery is in flickery 3D, while Ed and his enemies are all blocky, flat animations. There's no imagination in the design of the level layouts either, making the whole thing look totally unappealing. Annoying characters and sound effects also don't help.

**WORTH PLAYING?**
Controlling Ed is a pain. He turns slowly, and though he can sidestep, it's not possible to turn or walk at the same time. Aiming weapons is frustrating and wandering around, looking for bouncing yellow Neds, is dull. There isn't a single thing going for *Attack Of The Saucermen* – don't waste even ten seconds of your time with it.




**IF YOU LIKE THIS TRY THESE...**
*Croc 2, Gex: Deep Cover Gecko*






COST: **£39.99**
OUT: **NOW**

MULTIPLAYER: **NO**
COMPATIBLE: **DUAL SHOCK/ JOYPAD**




This is exactly what we dream of every night. It's such a shame that we have to wake up

# DREAMS

All hail the worst PlayStation game ever!

**WORDS/SCREENSHOTS:** ED LOMAS

**WHAT YOU NEED TO KNOW**
*Dreams*' storyline is based around the 'Myth Of Duncan'. Not a great start, is it? You control three characters as they jog around basic 3D levels, collecting some things and punching others.

**WHAT THE...?**
*Dreams* is the most ridiculous-looking game we've ever seen. Atrocious graphics and unappealing characters are bad enough, but the level 'design' is also amazingly basic.

**WORTH PLAYING?**
Strangely, yes. Simply because you have something to trump your friends with when they tell you how bad *Iznogoud* is. It's nice to know that in these times of gaming genius there's still a place for talentless poop like this. In short, *Dreams* is, quite certainly, the worst PlayStation game we've ever played.

computer and video Games

★

**IF YOU LIKE THIS TRY THESE...**
*360*, anything by the Cryo comedians

PC CD ROM

COST: £29.99
OUT: NOW
MULTIPLAYER: 1-16
COMPATIBLE: KEYBOARD/ MOUSE/ JOYSTICK

# DESCENT 3

WORDS: ED LOMAS SCREENSHOTS: INTERPLAY

Psycho robots need destroying, but you'd better make sure you've fully digested lunch first

**Though there's certainly something to be said for captaining an enormous deep space cruiser, what about piloting teeny weeny little one-man ships around the insides of planets? You don't need to worry about hyperspace co-ordinates, or taking five minutes to come to a standstill, or whether you've got enough fuel to make it to the next friendly planet. Instead, you can spin upside-down in an instant, speed through the tiniest of gaps, and fly right into troublespots to tackle problems head-on. Buckle up for *Descent 3*.**

## DESCENTFREESPACE

The thing that makes the *Descent* games unusual is that they combine the claustrophobic corridors of games like *Quake* with the full 360 degree movement of open-space simulations. It takes quite a while to get your head around the 3D-ness of the game, and can make you feel quite sick when you first start.



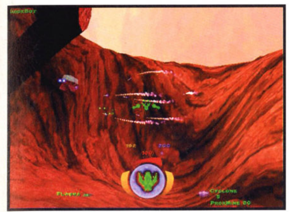
There's not necessarily an 'up' or 'down' in *Descent 3*, though you can set your ship to always return to a certain orientation


Remember to check every part of a room rather than just left and right – enemies could be hiding absolutely anywhere


Having the freedom to fly anywhere in the 3D world means there are plenty of ways to tackle each section

## TUNNELS O'LOVE

*Descent 3*'s game engine is far more advanced than the ground-breaking original's. Instead of always spending your time in tiny tunnels you get to fly above the surface and around detailed buildings – even on the very first mission you're shown what kind of impressive layouts you're in for.



**Though it may not seem much to most players, *Descent* fans will love flying above the surface of the planets for a change**



**Many of the surface buildings are heavily guarded, and will shoot you down in a matter of seconds unless you fly cautiously**



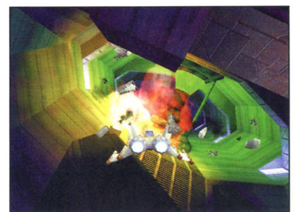
**You'll often get to fly around both the inside and outside of buildings, showing off the power of the 3D graphics engine**

## ANTI-GRAVITY DEATHMATCHES

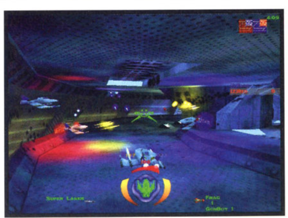
Multiplayer games work brilliantly in *Descent 3* – being able to fly in any direction around anti-gravity levels adds a lot to the standard corridor game deathmatch. The game also has a big fanbase on the internet, and has been designed to allow plenty of customisation.



**Loads of game servers are already running around the world, so you'll always be able to find someone to challenge**



**You can design your own logo to plaster all over your ship, and can even make your own sound effects to use as taunts**



**Finding other players in big levels can be tricky, but thankfully their names show up on-screen when they're in your sights**

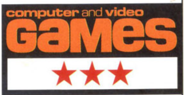
**Your agile ship is so small it can be flown into tiny tunnels like this with ease**

## WHAT WE THOUGHT

**MOST IMPRESSIVE**
Though you need a powerful PC to get the most out of it, *Descent 3* looks excellent. The architecture of the indoor sections is amazing, and being able to fly above the surface of the planets makes the game feel much more realistic. Being able to customise your ship so easily in deathmatches is also a bonus.

**I FEEL SICK**
Once you've found a control set-up you're comfortable with, the 360-degree movement soon becomes second nature. You'll need to use a keyboard as well as a joystick or mouse because of the larger number of controls required to give orders to your helper-bot and operate all of your ship's features. While it's a bit fiddly for a fast-paced shooting game like this, there's still a lot less to worry about than with full-on simulation games.

**THE HARD STUFF**
*Descent 3* isn't much good for novice players, not only because it's confusing to control but also because it gets difficult very early on, and doesn't let up. Fans who've managed to make it through the previous games will love the challenge but may be disappointed at the lack of all-new features. Overall, it's an extremely impressive game, but is only really for the online multiplaying crowd.




**IF YOU LIKE THIS TRY THESE...**
*Forsaken, Descent Freespace*



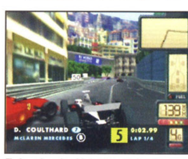

COST: **£49.99**
OUT: **NOW**

MULTIPLAYER: **1-2**
COMPATIBLE: **EXPANSION PAK, RUMBLE PAK, MEMORY PAK**

# F1 WORLD GRAND PRIX 2

**WORDS & SCREENSHOTS:** IRENA POGARCIC

## Be Eddie Irvine for a day or see if you can save Damon from retirement




**Find out how hard it is to overtake at Monaco, or just bash people for fun**




**The replay mode allows you to learn from your mistakes and hopefully do better next time. All together: Let's see that again**

**The detail on the cars is excellent. You can see the Bennetton car in front in a cloud of smoke – crashes like this happen often**

**Fast Eddie has to brake and turn hard**

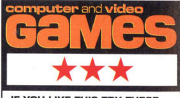
**Getting ready to tackle the chicane**

**WHAT YOU NEED TO KNOW**
The game with the annoying, "Let's see that again," is back. Less than a year after the release of *F1 World Grand Prix* comes this follow-up game – looks like the developers didn't get much rest. *F1 World Grand Prix 2* is an improved racing experience that gives you a chance to rub shoulders (and cars) with the world's best drivers.

**PODIUM POSITION**
The game is based on the 1998 F1 season with narrow cars and grooved tyres. You can also play out the '98 events in the challenge mode where you have to tackle the same mechanical and tactical problems Formula 1 drivers had to face last season. Fancy David Coulthard qualifying above Mika – well, you can sort that out.

**MORE CHAMPAGNE!**
New addition is the tutorial mode where you're taken around the course and given pointers on how to take corners and where to speed up – you can even let the game handle braking for you. If you haven't played F1 games before, this will help you get familiar with the courses. The game really comes into its own when you start racing with the other drivers. Great new effects have been added to make a race more enjoyable and competitive: other cars spin out and engines blow up in clouds of smoke, making it more realistic.

**WORTH PLAYING?**
*F1 World Grand Prix 2* is a fun game to play and it's a visible improvement on its predecessor, but it still suffers from fairly twitchy steering and graphics. The driver aids for beginners can be a little too restrictive but once you've mastered the game you won't need them anyway. F1 fans should enjoy it.




**IF YOU LIKE THIS TRY THESE...**
*Formula 1 '97* (PS) *Beetle Adventure Racing* (N64)

**"Cars spin out and engines blow up in clouds of smoke"**


PULL-OUT POSTER
computer and video
GAMES
DRAKAN
This is Rynn and her large dragon. Take them seriously, or else




COST: **£34.99**
OUT: **NOW**

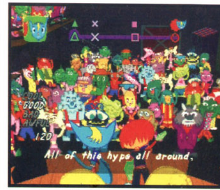
MULTIPLAYER: **1-2**
COMPATIBLE: **JOYPAD/ MEMORY CARD**




Lammy gets a shock when she starts playing badly




PaRappa demonstrates his ability to use a big hose



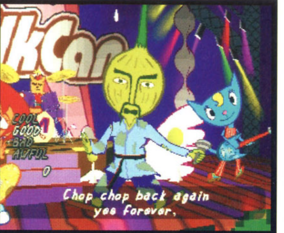

For cartoon lambs about to rock, we salute you

# UM JAMMER LAMMY




PaRappa's levels revisit the main game, but with a whole new musical style

Squeal, squeal like a pig – or a redneck beaver with a chainsaw. How cute




A familiar face helps start the game, Master Onion kicks ass

## Rap meets rock in the greatest cross-over since Run DMC and Aerosmith released Walk This Way

**WORDS & SCREENSHOTS:** ALEX HUHTALA

**WHAT YOU NEED TO KNOW**

*Um Jammer Lammy* is about a guitar playing lamb who wants to get to her latest gig on time. Getting from A to B isn't as straightforward as it sounds. Before Lammy gets to the gig she'll become a fireman, visit a hospital, fly a plane, make a new guitar and even visit hell. To complete these tasks she needs your help. You're the one who's going to make sure she's the greatest guitar player this cartoon world has ever seen.

**SKILLS TO PAY THE BILLS**

*Um Jammer Lammy* is the sequel to *PaRappa the Rapper*, a PlayStation gem from a couple of years back. *Lammy* follows the same formula as the first game, but instead of rapping this time you've got a guitar to wield. On every level Lammy must perform with a singing teacher following what has been sung. It's a bit like the old game *Simon Says*. A sequence of button inputs appear at the top of the screen while a song is playing, first for the teacher, then for you. On your turn press the symbols in time to hit the right notes and progress to the next level.

**EXPERT TIMING**

Pressing the right buttons isn't enough, the key to success is the timing of the notes, keeping to the rhythm of the song. You can tell how you're doing by a bar on the screen, with ratings from cool to awful. Your playing affects this rating and the music will also change - start doing really bad and the song will slow down and the music distorts. There are rewards for making the scale go the other way, get to cool status and you can start freestyling and Lammy will do things you'd never expect.

**WORTH PLAYING**

*Um Jammer Lammy* is a cool game if you ask us. Finish the rock influenced Lammy levels and you'll unlock PaRappa, which makes this double the size of the original game. There's also a new two player mode that allows you to duet. Don't be fooled by the cute graphics, this isn't an easy game. If you're adventurous and don't mind playing something very different give it a try.

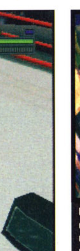



**IF YOU LIKE THIS, TRY THESE...**
*PaRappa the Rapper, Bust-A-Groove* (PS) *Beat Mania, Dancing Stage* (Arcade)




COST: **£44.99**
OUT: **NOW**

MULTIPLAYER: **1-4**
COMPATIBLE: **MEMORY CARD/ MULTITAP/ JOYPAD**




The action's top, with huge guys beating each other to a pulp, the crowd go wild




Use weapons to inflict more damage on opponents, it makes the crowd and the commentators go wild

Fights can take place before the wrestlers even get to the ring. This makes the crowd go absolutely mental




It may look rude but we guarantee the blonde guy has just performed an impressive wrap-around throw, the crowd go wild

# WWF ATTITUDE

Stars of WWF get physical with the most fun wrestling game ever made

**WORDS & SCREENSHOTS:** ALEX HUHTALA

**WHAT YOU NEED TO KNOW**
If you're a fan of WWF wrestling you'll love this game. Take control of your favourite wrestler, get in the ring and beat up countless rivals in your bid to be the WWF champion. There are lots of moves to learn and every wrestler has their own strengths and weaknesses.

**BE YOURSELF**
If taking control of a real wrestling star wasn't enough, *WWF Attitude* allows you to create new characters in the Create mode – assign the look, moves and even the entrance music of your wrestler. You can then save them on a memory card.

**INSANE ACTION**
The fights in *Attitude* aren't restricted to the ring, you can fight outside the ropes and beat up your opponent before they even get near them. There are plenty of options to fiddle with. If a simple one-on-one fight doesn't take your fancy you can try and beat three guys at once or, if you desire, beat your opponent with a chair or other objects that are thrown into the ring.

**WORTH PLAYING?**
Providing you're a fan of wrestling, and especially the WWF, you'll love this game. It provides plenty of fight action with dynamic moves, lots of characters and is also a real laugh played with friends. The game captures the spirit of the WWF, with the crowd shouting encouragement and intro music before the fight but it's the variety of fights that make the it special. You'll get plenty of fun and enjoyment out of the game and should find new ways of playing it once you've learned enough moves. Buy it.




★★★★

**IF YOU LIKE THIS, TRY THESE...**
*WWF Attitude* (N64, GB)
*WCW/NWO Revenge* (N64)

**"Beat your opponent with a chair or other objects thrown into the ring"**

# OMEGA BOOST

WORDS & SCREENSHOTS: ALEX HUHTALA

Save the world by wearing a rather special suit

The world is in danger from an alien menace, hell-bent on destroying mankind, but as luck would have it, the humans have one last resort – you. Hand-picked as the saviour of the human race you must pilot the Omega Boost, a huge mechanised robotic outfit which allows you to fly into space, taking the fight to the alien scum. Armed to the teeth with weapons, you must battle the aliens across nine levels before the future of mankind is once again safe.

If this sounds like every other space blaster in the history of games, then you'd be right. They all follow the same tired premise but not every space blaster has been made by the people behind *Gran Turismo*, and not many look this great.



PlayStation

COST: £34.99
OUT: NOW

MULTIPLAYER: NO
COMPATIBLE: JOYPAD, MEMORY CARD, DUAL SHOCK

## SUITS YOU

You control the Omega Boost from inside the head of the giant suit. The suit allows you to face off against equally sized enemies, and with the aid of booster rockets you have a good amount of control. To evade fire you can put the Omega Boost into a spin or, if you're feeling daring, use the thrust to charge directly at your enemy.




Equally sized opponents will like to turn the battle into a futuristic joust, they'll charge at you from a distance, so it's best to dodge their attack with a well timed boost out of the way




Sometimes an enemy will chase you. With one behind you it's impossible to use the lock-on but a few quick taps of thrust should get the enemy at a safe distance, then turn and blast them



The final art of thrusting involves putting the Omega Boost into a spin. By adding left or right control you can dodge a last second assault, or manoeuvre yourself into an attack position

INSTANT PLAYER GUIDE TURN OVER TO FIND OUT

## ALMOST THERE

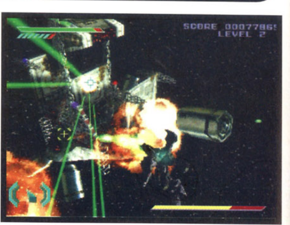
The most important control when piloting the Omega Boost is the lock-on feature. By holding the L1 button and manoeuvring the craft this targets enemies that you're facing, all you have to do is wait for a weapons lock, then fire. The best part is that once the target's locked, you're free to fly around the enemy and away from their return fire.




Smaller enemies fly around in groups, if you don't destroy them quickly enough it will spell more trouble for you, lock-on the target as quickly as possible and fire away



Time your attack right and you can launch your assault on the enemy when they're not prepared for it. Creeping up behind them saves you time and trouble




When you battle a boss you can still use the lock-on target, concentrate on vulnerable sections and use your smaller weapons to attack any smaller craft that may be called into the fight

## RADAR OR NOT

To locate enemies you'll have to rely on your radar, it points to where the next attack is coming from – very useful as they come from any angle. The game doesn't have as much freedom as you'd think; instead of heading off to find aliens to blast, they queue up to attack you. There's barely a second to pause for thought as the waves of attack come thick and fast.




Flying around without a care in the world, when suddenly the radar in the bottom left corner of the screen pings into action. Follow the arrow to meet your next opponent



Following the arrow around until you discover the enemy, fly in their direction and try to target them with the lock-on. Simply fly around until you've targeted them all



Press the fire button and everything you've targeted explodes in a very attractive way, a pity that there are more enemies on your tail and you can't stick around to admire the explosion

# INSTANT PLAYER GUIDE INSTANT PLAYER GUIDE INSTANT PLAYER GUI

## CHARACTERS

These are some of the tougher opponents you'll be facing. But once you learn our winning techniques they'll only be good for scrap metal.




**ASTEROID CANNON** Don't worry about the smaller rocks, go for the big cannon. When the iris is closed get a lock-on, and when it's about to open and launch an attack, fire, and move out of the way




**PLANET ETA ORBITAL REACTOR** Stay in a central position and take out the first wave of fighters, then concentrate your fire on one of the three hangers where more fighters will try to attack from




**ALPHA BOOST** This boss is like a bull that charges at opponents. Stay a safe distance, open fire and boost out of the way. If he gets too close, keep tapping the boost to stay at a safe distance

## THE ENEMY

Most of the enemy craft you'll come up against are very easy to destroy. Simply lock your missiles onto the target and keep pressing the fire button. The real meat and potatoes however are the bosses, huge monstrosities that can seriously harm your energy bar. They are usually much bigger than the Omega Boost but like all bosses in games, once you know how, they're easy to beat.




Some bosses will chase you, and their first attack will be unexpected, you'll have to spin the Omega Boost around to attack them. There are also plenty of obstacles in this tunnel section

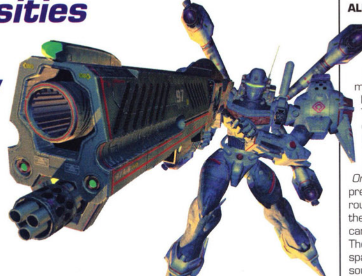


The bigger the boss, the prettier the explosions, but huge craft like this have smaller craft to protect them. Concentrate on the bigger ship as small fry are easy to pick off




Bet you didn't know that asteroid belts could fire lasers at you, well this one can and those smaller rocks can bang into you if you don't take car of them first

**"The bosses are huge monstrosities that can seriously harm your energy bar"**



## WHAT WE THOUGHT

**ALL MOUTH, NO TROUSERS**

*Omega Boost* is an amazing looking game, but sadly the experience of playing it isn't quite as impressive.

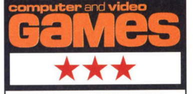
Shooting the enemies is a matter of spotting them and letting the lock-on do the rest. The enemies are all a bit too easy to destroy.

**BUT IT LOOKS GOOD**

Yeah, but looks can be deceiving. There's no doubt *Omega Boost* is one of the prettiest looking games doing the rounds at the moment, and when the action heats up the amount of carnage on screen is impressive. There's fancy lighting effects, sparks flying around and a rock soundtrack to make the action more thrilling, but after you've seen one enemy explode in a massive fireball – you've seen them all, right?

**THE VERDICT IS**

Not a bad game but its long term appeal is going to be limited – there are only nine levels and you should get halfway on the first attempt. Rent it if you want to blow something up this weekend.




★★★

**IF YOU LIKE THIS TRY THESE...**
*R-Type Delta, Raystorm* (PS)

## INSTANT PLAYER GUIDE



**STEALTH BOMBER** When above the ship keep moving around to avoid fire, and when the red lasers start firing move underneath. When the bombs start falling simply move to the side




**ROBO OCTOPUS** A giant tentacle will try and grab you, but if you circle the octopus from a close distance the tentacle won't be able to catch up and grab you, just lock-on and fire away



**WALKER** Get behind the Walker so it will stop using its large guns. When the red beams try to zap you move up and down, and when the ship takes to the sky, stay high and get ready to dodge




COST: **£29.99**
OUT: **NOW**

MULTIPLAYER: **1-32**
COMPATIBLE: **KEYBOARD/ MOUSE/ JOYSTICK**

**Last year the original *Unreal* blew people away with its spectacular graphics then let them down heavily because it wasn't great to play. Instead of a standard sequel, the developers have been working hard on a stand-alone deathmatch-only extravaganza – but one which isn't reserved for just internet players. If you don't have access to the net, or want to have a bit of a practice, just play against the extremely intelligent computer-controlled players. These guys are so lifelike they even insult you as they kick your ass. Whether you're an *Unreal* veteran or virgin, there's a place for you in the *Unreal Tournament*.**



Instead of battling against alien freaks, you're now taking on humanoid opponents

# UNREAL TOURNAMENT

WORDS & SCREENSHOTS: ED LOMAS

Some say it's a challenger to *Quake 3*. We think it's playing a different ball-game

## DEATHMATCH PARTY

*Unreal Tournament* may be seen as going head-to-head with *Quake 3 Arena*, but it takes a very different approach. Instead of just giving players a number of levels and weapons, there are loads of different deathmatch variations to battle your way through.



**Assault sees one team defending an area while the other mounts an attack. The attackers have to complete their mission before the time runs out otherwise the defenders win**




**In Domination games, markers around the level can be changed to your team's colour simply by touching them. Keep control of as many as you can for as long as possible to rack up points**



**Capture The Flag is just as great as it is in similar games – break into your enemy's base, steal their flag and run it back to yours, all while keeping your own flag defended**

## WEAPONS UPGRADE

*Unreal Tournament* has all of the weapons from the original *Unreal*, only they've all been redesigned to look much cooler than before. There are also a few new weapons which not only look mega, but are also massively fun to use.




**Sniper rifles are very popular at the moment, and *Unreal Tournament*'s is one of the best. Zoom in on an enemy's head and fire – chances are, their bonce will fly off and smash against the wall**



**The amazing Redeemer fires massive rockets which cause some of the biggest explosions ever. The best part is that you can launch one, then take control and fly it anywhere in the level**



**Each weapon has two ways of firing - the Pulse Gun can shoot either a stream of plasma or loads of little blasts. This adds strategy to the game without slowing the action down**

## UNREAL ARENAS

Because *Unreal Tournament* is a deathmatch-only game, every level is designed with multiplayer fun in mind rather than a flowing storyline. The locations vary greatly – a desert, castles, space and mine shafts – and they all look spectacular.



**While fighting on this rotating space station you get to see nearby planets and stars passing slowly overhead. The dramatic music adds to the epic feel**



**On this Assault stage, one team defends the engine car of a moving train while the other jumps from a helicopter and attempts to stop the whole thing**



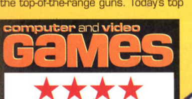
**This rickety old castle is perched on the top of a mountain above the clouds. It's easy to be shot off the wooden walkways running around the outside**

## WHAT WE THOUGHT

**OPTION OVERLOAD!**
Where *Quake 3 Arena* is set to be a basic, chunky multiplayer blaster just waiting for fans to create their own modes, *Unreal Tournament* is packed full of excellent game variations. Each one is brilliantly thought-out and works amazingly well with either computer or human players – the big selection of levels means you can constantly change your scenery, too.

**BIG FLAMIN' GUNS**
Each weapon has multiple ways of firing, effectively giving you an enormous arsenal to play with – plus there are some spectacular effects on the top-of-the-range guns. Today's top PCs can handle *Unreal Tournament* smoothly, meaning that there's no delay in the controls of your character and weapons – something which is very important when the action is this fast and furious.

**GO FOR IT**
Internet *Quake* fans will go crazy for *Unreal Tournament*'s smart weapon and level designs, as well as all of the new playing modes. The artificial intelligence 'bots are a lot of fun to play against, and are great for training new recruits as well as testing experts. You've got a long time to wait for *Quake 3 Arena*, so you should get stuck into *Unreal Tournament* right away.




**IF YOU LIKE THIS TRY THESE**
*Quake 3 Arena, Half-Life: Team Fortress, Unreal*

# THE NEXT

## WEEK 1
11th-17th August

### 11th August
## PREMIERSHIP FOOTBALL

Season's first Wednesday fixtures:
**Aston Villa v Everton**
**Derby v Arsenal**
**Leicester v Coventry**
**Liverpool v West Ham**
**Man Utd v Sheffield Wed**
**Southampton v Leeds**



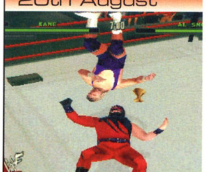
### 13th August
## FA PREMIER LEAGUE STARS

**From the people who brought you *FIFA*. Win matches, earn stars, buy better players. Go watch a match, then hold your own Premiership games on your PlayStation. Reviewed this issue. £44.99.**

computer and video GAMES ★★★

## WEEK 2
18th-24th August

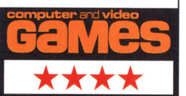
### 20th August




## WWF ATTITUDE

**Inflict extreme amounts of pain on fellow WWF wrestlers with little more than a flick of your PlayStation's joypad. Reviewed this issue. £44.99.**

computer and video GAMES ★★★★



### 21st August
## ON THE BOX

**Gamers on ITV (Meridian, Anglia and Channel) at 12.30pm. Also on Rapture TV, satellite and cable.**

### 21st Aug

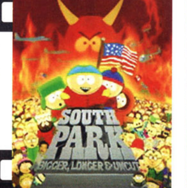
computer and video GAMES MILLENNIUM CHALLENGE

Play Dreamcast for free at: Oxford: HMV, 43-46 Cornmarket Street. Kingston: HMV, Bentalls Centre. See page 84 for details.

## WEEK 3
25th-31st August

### 27th August
## SOUTH PARK

Chef, Kyle, Stan, Cartman and Kenny (isn't he dead yet?) get sent to military school for a bit of discipline. The movie's out today, go watch it.




### 27th August
## SHADOWMAN

**One of the most awaited games on N64 and PC goes on sale today. Horror, monsters and nightmare worlds for £44.99.**

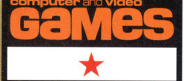


## WEEK 4
1st-15th Sept

### 3rd September
## STAR WARS THE PHANTOM MENACE

**Laugh at other people as they spend their hard-earned cash on a game that has bog-all going for it. Buy something else instead. Reviewed issue 213. £39.99**

computer and video GAMES ★



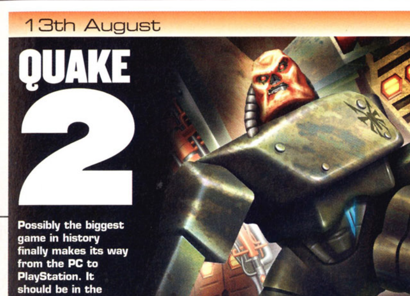
### 4th Sept
## ON THE BOX

**Gamers on ITV (Meridian, Anglia and Channel) at 12.30pm. Also on Rapture TV, satellite and cable.**

WORDS: MATT HOWELL PICS: VARIOUS

# 4 WEEKS ...WHERE TO FIND IT

## 13th August



### QUAKE 2

**Possibly the biggest game in history finally makes its way from the PC to PlayStation. It should be in the shops today (but it wouldn't be the first time a game like this has slipped back a bit). Buy it now, take it home and find out what all the fuss is about for yourself. £44.99.**

## 14th August

### ON THE BOX

**Watch Gamers on Rapture TV, Astra satellite and cable. Repeated three times on Saturday and Sunday.**

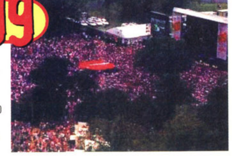
## 14h Aug

### computer and video GAMES MILLENNIUM CHALLENGE

Play Dreamcast for free at: Southampton: HMV: 56-58 Above Bar Street. Bluewater: HMV, Upper Rose Gallery. See page 84 for details.

## 21st-22nd August

### V99



In four years it's become one of the biggest music festivals. Held at Chelmsford and Weston Park, acts swap sites overnight. Line up includes James Brown, Finley Quaye and Orbital. £35 per pay, £60 for the weekend without camping, £70 with. Call 0171 287 0932 for tickets.

## 27th-30th August

### READING & LEEDS FESTIVAL



**Four days, two locations, loads of bands including the Charlatans, Chemical Brothers, Reef, Blur and Fun Lovin' Criminals. Tickets are £78 from selected HMV stores. Or call 0541 500 044.**

## 28th August

### ON THE BOX

**Gamers on ITV (Meridian, Anglia and Channel) at 12.30pm. Also on Rapture TV, satellite and cable.**

## 30th

**It's a Bank Holiday today, what better reason do you need to get some mates together and have a major multiplayer session?**

## 10th September

### UM JAMMER LAMMY

Buy this today and you're guaranteed a laugh. Your mates will love this follow up to *Parappa the Rapper*. Reviewed this issue. £34.99.




## 11th Sept

### ON THE BOX

**Watch Gamers on Rapture TV, Astra satellite and cable. Repeated three times on Saturday and Sunday.**

## 15th September

### ISSUE 215 ON SALE

Turn to page 101 now for the full works on the next issue of Computer and Video Games.

# PULL-OUT POSTER

computer and video GAMES

**SOUL CALIBUR**
Ivy is the sexy star from this blade-blazing Dreamcast fighter





# EASY

**What could be better than playing a game you love for ages and getting paid for it? Well that's what this tips section is about. Find out some tips, cheats, secrets, passwords... something that's hot and will help out other Computer and Video Games readers, and send them into us. We'll give the writer of each letter printed a crisp tenner. No questions asked. Just make sure your tips are decent.**



## PLAYSTATION

### ACTUA SOCCER 3
To gain 24 bonus teams type in PREM CLUB at the team creation screen, or to get 24 joke teams enter the code TFF TEAMS at the same screen.
***Ton Balankura, Putney***



Emirates Vs. Brazil and it's snowing? What a joke

### FIFA '99
I have discovered a cheat (read accidental bug) in *FIFA '99* which allows the final score to resemble a game of rugby rather than one of the beautiful game.

Start off the match as the opposing side. As it kicks off hold down R2 to get the keeper out. As he is running out, pause the game with R2 still held down, go to Controller-Select and change the controller back. Now, continue play and the opposition's keeper will be running out like a madman, and you will be able to score as many as you like.

This cheat is cancelled at the end of every half and doesn't work on a two player match.
***Sam Hutchinson, Burnley***

### APE ESCAPE
When you fall off a cliff, press Start and select Exit, you will reappear at the Time Station with the same amount of lives before you fell off the cliff.
***Kate Chaplin, Dorset***

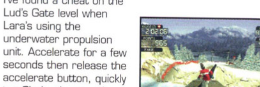


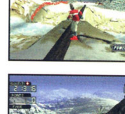
Anyone want to play there's a moose loose aboot this hoose?

### BRIAN LARA CRICKET
In the classic match mode enter these codes as the passwords for a bit of fun.

DROPBAL - Slippery ball
PENSIONS - World XI
NOWAYEAS - Unlock all classic matches
SOLIDOAK - Unbreakable stumps
CHRISREA - Inside helmet view
BIGBALLS - Big balls!
***Daniel Syed, London***

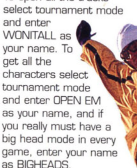
### TOMB RAIDER 3
I've found a cheat on the Lud's Gate level when Lara's using the underwater propulsion unit. Accelerate for a few seconds then release the accelerate button, quickly tap Circle, then continue accelerating. This will freeze your oxygen bar. With this cheat (bug flaw) you can also fly out of the water – the only bad thing is that you can't fire harpoons.
***Gregory Cronin, London***





It looks cool and it's boring to play, hence...

### COOL BOARDERS 3
To open all the tracks select tournament mode and enter WONITALL as your name. To get all the characters select tournament mode and enter OPEN EM as your name, and if you really must have a big head mode in every game, enter your name as BIGHEADS.
***David Slaver, Gwynedd***





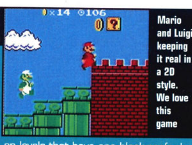
## GAME BOY COLOR

***Scott Miller has found a couple of tricks to help you finish the game.***

### SUPER MARIO BROS. DX
To access the Lost Levels you need to score 300,000 points or higher, then select Luigi on the title screen. If you're having trouble reaching that score then play the Fortune Telling game (in the toy box) until you get the Extremely Lucky card, it has a picture of the Princess on it and awards you five extra lives. Now start a new game with ten lives. Stomp every enemy, collect all the coins and always grab the top of the flagpole. You should now reach the magical score on world five.

**ANOTHER LEVEL**
If you get more than 100,000 points, go to the title screen select Boo and play the You vs Boo bonus levels.

Scott also has this tip to find warp zones, on levels that have one block roofs, break the blocks and run along the top of the level until you get to the end. There will be tubes which warp to different levels.



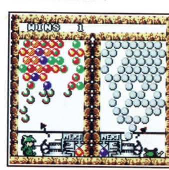
Mario and Luigi keeping it real in a 2D style. We love this game

**WARP ZONE**
On level 4-2 there are hidden blocks to the right of the first falling platforms. Stand underneath the three blocks and jump to reveal the hidden blocks. Climb on these and hit the left block of the three and climb the beanstalk that appears. This takes you to a place with loads of coins and at the end of it, there's a warp zone to levels six, seven and eight.

***If you want to fill your photo album, you should do the following although it doesn't matter what order you do them in. This list is courtesy of Tara Clements, Uxbridge.***

- Find a hidden 1-up
- Kill a Goomba
- Kill a squid
- Kill Laitku
- Kill a fish
- Kill a Hammer Bro
- Kill a bullet
- Kill a Koopa Troopa
- Kill a beetle
- Kill Bowser with fireballs
- Find a beanstalk
- Get fireworks after a level
- Clear world 8-4 (2 pics)
- Play Link vs against a friend
- Save the Princess
- Trade high scores

### BUST-A-MOVE 4



If you want to make the game more interesting and get some bonus characters press Up, Down, Left, Left, Right, Up, A, B, B, A. To get some extra puzzles press A, Left, Right, Left, A at the title screen. There should be a little orange figure in the bottom corner of the screen if you do it right.
***Phillip Kent, Stoke***

# MONEY



Send in your best tips and get £10 in return



## NINTENDO 64

***Lots of hidden extras in this game and we've got Damien Wallace to thank for exploring the dark reaches of Mario and his pals.***

### ■ MARIO PARTY

There are three Bumper Ball maze games that you can collect. Get the first by reaching the end of Mini Game Island and defeating Toad in a game of Slot Car Derby 2. To unlock Maze 2, complete all 50 games on Mini Game Island and talk to Toad. To earn the third maze get new record times on Bumper Ball Mazes 1 & 2.

**BONUS BOARDS**

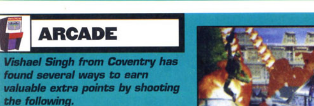
Once you've completed all the game boards and have got 100 stars, visit the bank to unlock the Eternal Star board. To get the Magma Mountain board, play all the boards in light play. Once you've done this the key to Magma Mountain will be available providing you've got 980 coins to buy it.

**STAR PLAYERS**

Once you've completed the game by collecting 100 stars and finishing the Eternal Star Board if you go to the Mushroom shop two new options are available, allowing you to play the boards without Boo and Koopa.

**ONLY HUMAN**

Damien has also found a cool way of keeping all the stars that are awarded in a game with computer opponents. All you do is simply switch the control of the computer characters to human on the last turn of the game. It's so simple it's brilliant, as that Scottish bloke in The Great Escape rightly said.



## ARCADE

***Vishael Singh from Coventry has found several ways to earn valuable extra points by shooting the following.***

### ■ TIME CRISIS 2

**Stage 1 Area 1**

After the shoot-out in the restaurant shoot the petrol tanker to earn 10,000 points.

**Stage 1, Area 2**

Shoot the hat of the boss four times (aim above his head), this takes you to an alley where there are loads of bonus points to be earned.

**Stage 2, Area 1**

Shoot the moving platform near the train station. If shooting from below, aim for the top left of the platform, If above, then aim at the connector to earn 10,000 points.



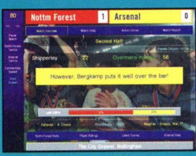
**Sloppy shooting – the windscreen is intact and that car still has all four wheels. What are you doing?**

**SHOOT THE BARREL**

There are also two barrels at the train station, but to hit them you need to be very accurate and fast to score them both.

First shoot the right barrel twice, then the left barrel three times and quickly shoot the right again. This should earn you 10,000 points if you do it right. If not, you'll get half that, which ain't bad.

## PC CD-ROM




**At the end of the day Saint – it's only a game**

### ■ CHAMPIONSHIP MANAGER 3

To buy players for free follow these instructions; it works for every player. For example if you want to sign Rivaldo for Man Utd here's how to do it.

1. As Man Utd go to Rivaldo and put in a bid of £0, press Offer and then Yes.
2. With another team you are controlling, e.g. Liverpool, go to Rivaldo and put in a bid of how much the player is worth, press Offer and then Yes.
3. Still as Liverpool, click on the Action button and select Change Transfer Bid. Now click on the little button with a small triangle in it in the top left hand corner. Then click on Man Utd (their name will appear once you've clicked on the triangle). You now have total control of the transfer bid, and you just click 'accept' and your bid of £0 will be accepted.
4. Now withdraw Liverpool's bid for Rivaldo and, providing you can meet the player's wages, you will sign the guy for £0.

**MAKE SOME MONEY**

To make loads of money on transfers when selling players from your team put the fee after ten league appearances up to £5m (and more depending on the quality of player) also do this for after ten international appearances. The team nearly always accept and you will make a fortune on the transfer.

**NOW SAVE SOME DOSH**

To save money when signing a player, click on the = button next to the players signing-on fee. This will nearly always bring down the amount of money the player wants and will save you lots of cash.

### ■ ROLLERCOASTER TYCOON

First click on a guest and then change their name to one of these below to see strange things happen.

Chris Sawyer - they take pictures of themselves
Simon Foster - they paint pictures
Melanie Warn - they turn happy
Katie Brayshaw - they wave to people
John Mace - they pay double



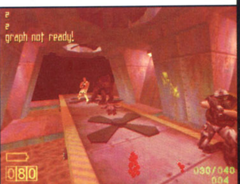
To access the mega park called Mega Park you need to complete every level.

***Phil Salisbury, Flint***

### ■ HALF-LIFE

Here's my idea for a custom multiplayer game for *Half-Life*. It's called Catch the Runaway Train or Die Trying. First of all you need 1 to 3 mates with the game and a modem. Now go on multiplayer and set the number of players to however many you have to play, choose the level Sub_Transit which should be supplied with the game. What you do next is send one of your number to find the train on the tracks. When found he must start the train and put it on full power. Then, when at a safe place jump off, and all your party converge on the platform that has the Gauss and Egon in it. You then take turns to jump onto the train. The first person to do so, gets to shoot the other ones for winning.

***Bucko, Doncaster***



**THIS MONTH:** Not played b4

**Driver's a new game so don't worry if you've not got the full-on hang of it yet. Use this guide to help you through the various missions and in a few hours you'll have gone from Learner to Mr Get-away Driver.**

**WORDS & SCREENSHOTS:** SIMON PETERS **PHOTOS:** KENNY P

# WHAT KIND OF




## TIMID LEARNER...

**Likes:** Very little (he's too nervous)
**Dislikes:** Busy roads, fast traffic
**Favourite car:** Nissan Micra 1.0L

## SUNDAY DRIVER...

**Likes:** Other old people, speed limits
**Dislikes:** Young people, reckless behaviour
**Favourite car:** His old decrepit classic

# DRIVER ARE YOU?

Don't get left behind, make sure you've got what it takes



## ...OR MR GETAWAY DRIVER?

**Likes:** Money, fast cars, working for the mob
**Dislikes:** Police, speed limits and being caught breaking them
**Favourite car:** Who cares, so long as it's big and fast

## GET RID OF THOSE L-PLATES

Don't be shy now, we need to get those cobwebs and nerves

**1 BANK JOB** The first stage is a nice way to earn the respect of the mob and guide you into the essentials of the game. The police don't know you exist yet, so until you've picked up the burglars, the felony bar remains at a zero.

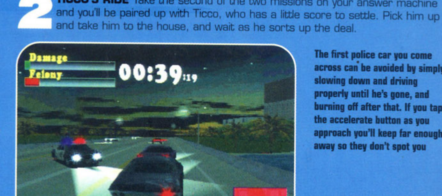



Get used to checking the map at the start of each mission, as you'll be able to plan your best and quickest route. The main freeway is a good escape route as you have three lanes on either side to try and dodge the coppers as they pursue you relentlessly

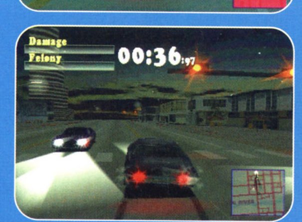



There are two coppers that you continuously run into. One is on the main freeway towards the drop off point and the other is right near the end of the road in question. Both need smashing up quickly so you don't get annoying road blocks

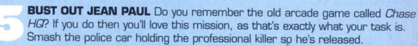
**2 TICCO'S RIDE** Take the second of the two missions on your answer machine and you'll be paired up with Ticco, who has a little score to settle. Pick him up and take him to the house, and wait as he sorts up the deal.




The first police car you come across can be avoided by simply slowing down and driving properly until he's gone, and burning off after that. If you tap the accelerate button as you approach you'll keep far enough away so they don't spot you



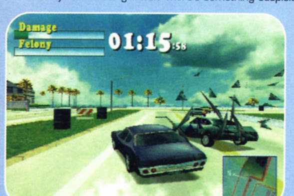

Remember, if you don't want the police to spot you, try and drive normally. If a cop car is nearby, obey the simple rules like sticking to the right side of the road and stopping at red lights. That way, they have no reason to follow you



## EARN SOME RESPECT

It's time to ditch the stabilisers and head for some proper action. The

**4 TANNER MEETS RUFUS** Prove yourself to one of the underworld's Big Men. Rufus has been monitoring your progress and he remembers you from your days as a racing driver. There's something suspicious about Jesse though...




A diner at the far end of town is the setting for the big meeting and you have to get there as quick as you can - the time limit is your big enemy here. Use the main freeway again as you have more room to escape and dodge some of the other cars




The police on this stage have suddenly stepped up their act. The big dilemma for you is whether you should try and out run them before the meeting point or smash them up early to give yourself a free run. We recommend you try and drive your way clear

**5 BUST OUT JEAN PAUL** Do you remember the old arcade game called *Chase HQ*? If you do then you'll love this mission, as that's exactly what your task is. Smash the police car holding the professional killer so he's released.




From the start don't wait for the car to start up, simply cut straight through the post and building to the top right of the screen and you'll meet the cop car full on. It'll do major damage and you have the chance to keep hitting it at close range




The armoured car will take two routes. It'll either chop and change between to lanes along the road it's facing or dart around the grass square just to the left. Try to make your move early so that you avoid the head-on collisions with concrete posts

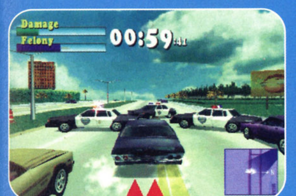
out of your system to make you the premium getaway driver. Here's the first four stages for you to work at

## 3 THE CLEAN UP

A short mission, but it sets up the second part of this level. There's a car that needs taking to the safe house to be resprayed before being sent on its wicked way, and you're the man they've chosen for the job.



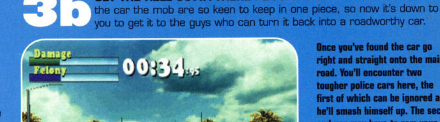

Go left from the start and follow the main road up to the house. Two Old Bill cars will appear and team up to try and give you double the damage in half the time. Pull over into the oncoming traffic and weave in and out of the cars. The Bill will soon crash



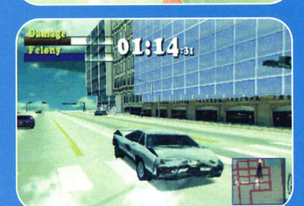

You'll almost certainly come face to face with some roadblocks in this level, so unless you have your wits about you, there will be trouble. It is possible if you line yourself up correctly to drive in between the two without even scraping them

## 3b GET THE HELL OUTTA THERE

Part two of this mission. You've found the car the mob are so keen to keep in one piece, so now it's down to you to get it to the guys who can turn it back into a roadworthy car.




Once you've found the car go right and straight onto the main road. You'll encounter two tougher police cars here, the first of which can be ignored as he'll smash himself up. The second you may have to ram yourself to get rid of

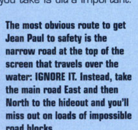



Even though it's a new car, the handling is almost identical to your standard motor so it shouldn't be too much bother. But remember that the speed seems slightly higher, so allow a little more room for error when taking those nasty corners. Or you'll crash

missions start to get tougher now, so you'll need to test you skills to the limit

## 5b JEAN PAUL - THE GETAWAY

The quicker you manage to smash up the armoured police car carrying Jean Paul, the less distance you'll have to take him to a safehouse. The route you take is ultra important.

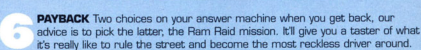



The most obvious route to get Jean Paul to safety is the narrow road at the top of the screen that travels over the water: IGNORE IT. Instead, take the main road East and then North to the hideout and you'll miss out on loads of impossible road blocks

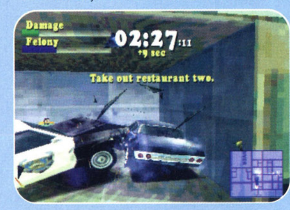



The freeway is still crawling with cops, but they are easier to get through. And the state of your car after busting out Jean Paul is also important. Avoid ploughing through roadblocks until you're really near the house and time is of the essence

## 6 PAYBACK



Two choices on your answer machine when you get back, our advice is to pick the latter, the Ram Raid mission. It'll give you a taster of what it's really like to rule the street and become the most reckless driver around.

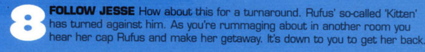



An owner of a chain of restaurants in the town is not keeping up with his security payments and he needs to be taught a lesson. Don't worry about the police, no matter how many are on your tail you can still finish the level




When you're looking for the restaurants, always take the road behind where you think the shop is. For instance, if the target is on the next road to your left, ignore it and take the second left. The shops are always facing towards the farthest road

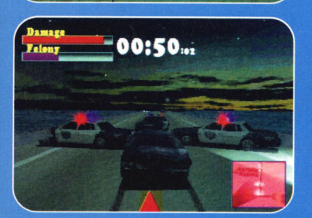
## GETAWAY DRIVER




**7 A SHIPMENT'S COMING IN** Now the real deal starts. A shipment of Kalashnikovs has turned up at the docks and the guys need it picking up. It's a straightforward mission until you have the merchandise in your possession.

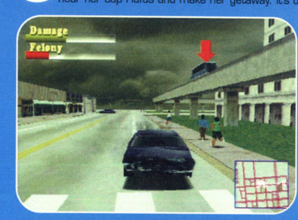



The road linking the port with the mainland has a couple of cars patrolling but as soon as you get into the warehouse you'll lose them. This is one of the few levels where hogging the backstreets is worth your while as cars can't keep up if you do that

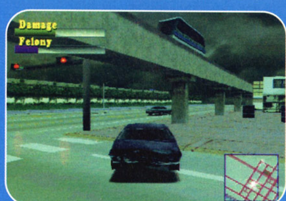



The port road can be blocked by two cars very easily, so you really need to get some speed up to ram the filth. Put your foot down, head for the gap and watch the rozzers rot in hell. It's the best way for this level and the quickest

**8 FOLLOW JESSE** How about this for a turnaround. Rufus' so-called 'Kitten' has turned against him. As you're rummaging about in another room you hear her cap Rufus and make her getaway. It's down to you to get her back.




The key thing to remember here is the monorail doubles back on itself. Once it's got to the grass square, you can watch it trundle around and come back towards you which saves you energy and time – vital on this stage




The last section of monorail track takes a long route along a road and you have to cut off a large corner to get to end of the line. You only have three seconds to get to Jesse once she's off the monorail, so you see the importance of time, yeah? So go for it

**9 SAN FRANCISCO** With Jesse in your possession, she tells you the main man who was pulling the strings wasn't Rufus but Jean Paul, who you helped to bust out of captivity. She also tells you he's in San Francisco

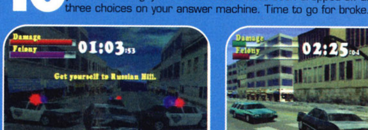



This first stage is just to get you used to the surroundings. Pick up the guys from the Casino and take them to safety. The hilly roads provide problems for high speed chases, so ease off the accelerator from time to time




Use the trams as cover for your chases. If you can, nudge cops into the front of them as they'll be dragged along the tracks and smashed to bits. The end of the lines also have big stoppers which, if your not concentrating, can result in a write off

**10 NOW IT'S UP TO YOU** Once you've reached level ten, it's time to go on your own. The guys from the casino have been dropped off and you have three choices on your answer machine. Time to go for broke.




The three choices you have are either a briefcase switch, a package of sawn-off shotguns need delivering and a visit to the mall to pick up some men just off the job is your final choice. It's up to you, none are easy




We've given you all the basic hints you'll need to get though each level and go onto better things. All of the hints in this section can be applied to later stages, so take everything into account and basically smash everyone up. Splendid



## IT'S YOUR TURN

**Want some help with a game? Or got a game grudge you want to settle? Then give us a call or drop us a line, tell us what you want and we'll send the boys round. You might even get to appear on these very pages. Write to: Masterclass, Computer and Video Games, Angel House, 338-346 Goswell Road, London, EC1V 7QP.**



# WHAT YOU NEED TO KNOW

Having trouble sleeping because there's something to do with video games you don't know? Whatever your problem is, send it to this section and our experts will sort you out, letting you get a good night's kip



Did we ever tell you that *NiGHTS* is the best console game ever?


Rare's *Goldeneye* on N64 is brilliant, but *Perfect Dark* is on its way

## NiGHTS

**1. I've been wondering what the little bar at the bottom of the screen on *NiGHTS* does. What does it do?**
**2. How do you get the debug code to work (on *NiGHTS*)? I've been to the Sonic Zone on the web, but it doesn't work. Help!**
**Sega rules,**
***A.R., Ipswich***

1. That's your dash bar. It goes down while you hold the speed button, and recharges as you pass through rings. Be careful not to let it run out completely, or you could be left in a very tricky situation.
2. The cheat mode that has been printed all over the internet doesn't work. Thankfully there are no cheats whatsoever in *NiGHTS*, keeping the game a pure test of your skill.

## GOLDENEYE

**1. Are there any cheats for *Goldeneye* for all weapons and invincibility without having to complete the levels in a certain time?**
**2. Do you think that *Perfect Dark* will be as good as *Goldeneye*?**
**3. Any rumours for a new *Zelda* game or even an altogether new character?**
***Anonymous***

1. Afraid not. If you want to cheat, you'll have to prove that you're good at the game first.
2. *Perfect Dark's* looking fantastic – we reckon it should be at least as good as *Goldeneye*.
3. There are stories of another N64 *Zelda* adventure, but it's most likely that the next big release will be on Project Dolphin next year sometime.

## DREAMCAST

**I beg of thee, please answer my pitiful questions.**
**1. If imported Dreamcasts can be chipped to play British games, do you think this is a viable option?**
**2. Will online gaming be faster on imported machines than British PAL machines?**
**3. It seems Sega are teaming up with BT to deliver its online gaming services. However, I am with another telephone company. How will this affect my ability to get free online access with Sega?**
**Love and kisses,**
***Sharon D, Glasgow***

1. Sega are working hard to make foreign games incompatible with British machines, but there hasn't been a console which has beaten the importers yet. We'll have to wait and see how things go.
2. The speed of gaming shouldn't be affected. Chances are, you won't be able to play the more complex games against gamers in America because our phone lines aren't quick enough anyway. Sega are also considering the possibility of making UK Dreamcasts run at either 50Hz or 60Hz, so there may not be a speed problem with games in the first place.
3. You'll be fine. Sega have thought about this, and anyone in Europe will be able to get access no matter what phone company they're with.

# computer and video Games GUARANTEED WINNERS

**A selection of the cheats we've stumbled across this month on our travels. Don't forget that if you want to send in tips, you should head for the Easy Money pages where you can earn yourself a tenner for your troubles.**

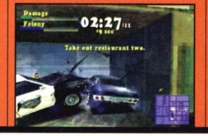
## PLAYSTATION

### ■ DRIVER

These cheats should be entered on the main menu screen. If you do things properly you'll hear a click, and the cheat will become available in the cheat menu.

**NO POLICE**
L1, L2, R1, R1, R1, R1, L2, L2, R1, R1, L1, L1, R2

**INVINCIBILITY**
L2, L2, R2, R2, L2, R2, L2, L1, R2, R1, L2, L1, L1




**REAR WHEEL STEERING**
R1, R1, R1, R2, L2, R1, R2, L2, L1, R2, R1, L2, L1

**MINI CARS**
R1, R2, R1, R2, L1, L2, R1, R2, L1, R1, L2, L2, L2

**LONG SUSPENSION**
R2, L2, R1, R2, L2, L1, R2, R2, L2, L2, L1, R2, R1

**UPSIDE-DOWN SCREEN**
R2, R2, R1, L2, L1, R2, L2, L1, R2, R2, L2, R2, L1

**VIEW CREDITS**
L1, L2, R1, R2, L1, R1, R2, L2, R1, R2, L1, L2, R1

### ■ WARZONE 2100

To use the cheat codes, hold Start on the second controller and turn on the PlayStation. Keep holding Start until the main menu appears, then press L1, R1, R2, L1, Select, then Start to turn on cheat mode. You should find extra menu options, plus you can use these extra cheats during the game.

**LEVEL SKIP**
Press Select on controller two

**GOD MODE**
Press Triangle on controller two (also reveals hidden items)

**INFINITE POWER**
Press Circle on controller two

**ALL ITEMS**
Press X on controller two

**SUPER UNIT STRENGTH**
Press Up on controller two

**WEAK UNIT STRENGTH**
Press Right on controller two

**CURRENT RESEARCH COMPLETED**
Press Down on controller two

**ADDITIONAL STRUCTURES**
Press R1 on controller two

**ADDITIONAL UNITS**
Press R2 on controller two

You know you can't avoid *Pokémon*, so don't even bother trying




You've all seen the movie now, right? And isn't this bit fantastic?



Don't give up if you're stuck on an old game – we'll help you out

**Well done on the fantastic mag, it's the best on the go. I'm just writing to see if you could answer my queries on the Sega Dreamcast:**
**1. Seeing as I've never used the internet in my life, could you tell me how you use the chatrooms and e-mail without a keyboard? Will I have to buy one as an add-on?**
**2. Would a second phone line need to be connected? I know you're all busy guys so I hope you don't mind answering these.**
***Neil Johnson, Middlesbrough***
1. You can enter text with the Dreamcast joypad by moving a cursor around and selecting each letter one by one, but if you're planning on doing a lot of typing it would make sense to buy a Dreamcast keyboard.
2. You can use your standard phone line if you want, but while you're online your phone will be engaged. If other people are going to want to use the phone while you surf the net, a second line might be worthwhile.

## POKEMON

**I would first of all like to say the changes to the mag are great and I think you should all be proud of yourselves. I would like to ask you a few questions:**
**1. Could you please tell me the official release dates for the 64GB, *Pokémon Stadium* and if you have them, the official release dates for the three versions (green, blue and red) of *Pokémon* for the Game Boy over here.**
**2. Could you please tell me the differences between the red, blue and green versions of *Pokémon*? (I lost issue 195, February '98)**
**From a long term reader, thanks very much.**
**Yours sincerely,**
***Marc Mulcahy, Dublin***
1. There's no official release date for *Pokémon Stadium* on Nintendo 64 yet, or the Game Boy add-on (which allows you to load your Pokémon collection into 3D battle arenas). If *Pokémon* is as big in the UK as it is in Japan and the USA, they might be out by Christmas. *Pokémon* is released on Game Boy in October.
2. The red and blue versions of *Pokémon* will be released in the UK, though they're practically the same game. In each version there are a number of Pokémon which can't be captured, meaning the only way to get a complete set is to link up and trade with someone who owns the other coloured version. Green *Pokémon* was released in Japan originally instead of the blue version, and isn't likely to come out here.

## STAR WARS EPISODE I: THE PHANTOM MENACE

**I bought *The Phantom Menace* on PC before seeing your review and it's rubbish, just like you said. I've made it as far as the Gardens of Theed, but now it's driving me mad. After the first bridge is blown up I end up in the water and can't find anywhere to go. Jumping on the broken pillars doesn't get me anywhere either. Please help me see more of the game before I ritually set fire to it.**
**May the farce be with you,**
***Jedi Master Gobi-Aloo Sag***
Forget about the pillars – you need to swim upstream, climb the steps to the water above the waterfall and swim to the top of the pool. Climb out and jump across the platforms as far as you can, then use a blaster to shoot the lever you should be able to see. A bridge should open up, letting you get to the next section with ease. We still advise you to burn the game though.

## MEDIEVIL

**Please help. I have managed to reach the level called 'The Sleeping Village' and got through most of the level but don't know what to do after I've collected the 'Shadow Artefact' from the safe. Please help.**
***Tom Kay, Sheffield***
After getting the Shadow Artefact, head up and out of the house. Now, with the entrance to the house in front of you, go right and through the hole in the wall where you'll find an Energy Vial, Chest Of Coins and the Chalice (which you won't be able to collect yet). Go back to the entrance of the house and follow the path through the gate to the fountain. Now, facing the library, walk forwards and go to the left and beyond, through the open gate. Beat the four soldiers and the exit will open up, letting you go back and get the Chalice.



## PC CD-ROM

### HIDDEN & DANGEROUS

To use these cool cheats, first go to the Choose Campaign menu and then type: **UNLOCKCHEATMODE**. You should hear a click to let you know it's worked. These cheats should be typed in during the game:
**ZOMBIE** Type this when you die and you'll come back to life.
**NOPLAYERHITS** Cannot be shot.
**GOODHEALTH** Refill your health level.
For all of the weapons and ammo, go to the Weapons menu and type **ALLAMMO**

### KINGPIN: LIFE OF CRIME

To use these cheats you must first start the game with '+developer 1' at the end of the command line (go to the Start menu and choose 'Run', then type it all out in full). For example: 'c:\kingpin\kingpin.exe +developer 1'.
Now, while playing, press ` to bring up the console and type in any of these codes:

| | |
|---|---|
| **IMMORTAL** | God mode |
| **NOCLIP** | No clipping |
| **GIVE ALL** | Get all items |
| **GIVE CASH xxx** | Get xxx dollars |
| **GIVE xxx** | Get items (try COIL, WATCH, BATTERY, etc) |

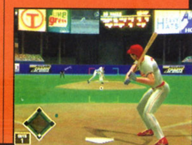


## NINTENDO 64

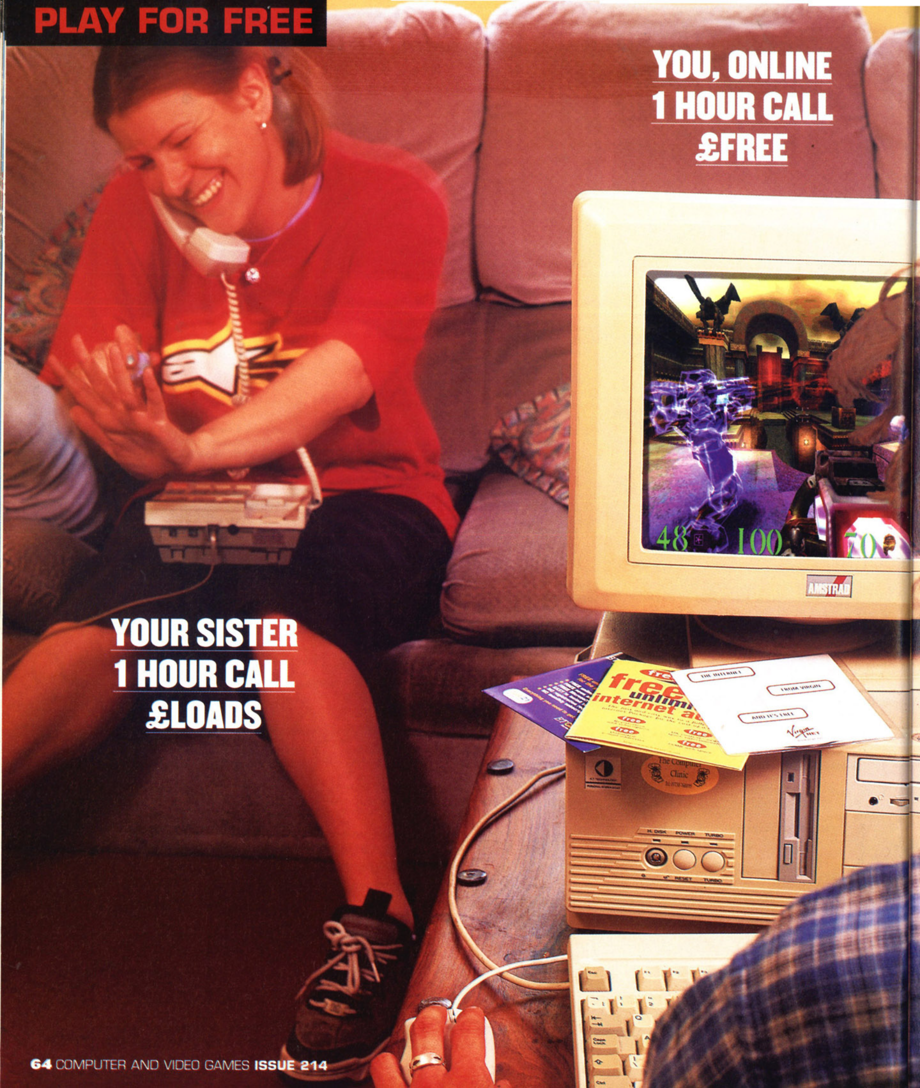
### ALL-STAR BASEBALL 2000

To make all of your team's players turn into lizards, play an Exhibition match at Kaufmann Stadium and hit one of the signs that says 'Win A Lizard'. It'll take a fair bit of luck. Enter these codes at the Cheat screen to get loads of useless, but amusing, cheats. Will Big Head modes ever get boring?

| | |
|---|---|
| **GOTHELIUM** | Big heads |
| **BCHBLKTPTY** | Big ball |
| **BBNSTRDS** | Huge ball |
| **WLDWLDWST** | Ball trails |
| **YDKJAGHHJFRDT** | Big players |
| **ABBTNCSTLO** | Fat and thin |
| **PRPPAPLYR** | Paper men |
| **WTOTL** | Blackout mode |
| **MYEYES** | Fuzzy graphics |
| **FLYAWAY** | Fly away mode |
| **TOMTHUMB** | Tom Thumb mode |



**Send any questions you may have about games to this address and we'll answer them as quickly as possible: WHAT YOU NEED TO KNOW, COMPUTER AND VIDEO GAMES, ANGEL HOUSE, 338-346 GOSWELL ROAD, LONDON, EC1V 7QP**


YOU, ONLINE
1 HOUR CALL
£FREE
YOUR SISTER
1 HOUR CALL
£LOADS
AMSTRAD
free
THE INTERNET
FROM VIRGIN
AND IT'S FREE
H. DISK
POWER
TURBO
RESET
TURBO

WORDS: PAUL DAVIES PICS: KENNY P

# ONLINE GAMING

## CHEAPER THAN YOU THINK

Multiplayer games over the internet are brilliant fun and now there's an even better reason to play – it's free!

Playing games like *Quake* online is awesome but until now that also meant a monster phone bill and loads of grief from the person paying it. Not any more. In fact you can even make money playing online. A couple of months ago Localtel launched Screaming.net, offering free local calls all weekend, and between 6pm and 8pm weekdays. It has some drawbacks, which we'll explain later, but these won't last forever and the fact is this service is free – 100%. And now, there are even more ways to get the ultimate gaming fix without it costing a fortune. Online gaming is the future and you should be making the most of it. Here's how...

## HOW DO I GET ONLINE FOR FREE?

**Online gaming doesn't have to cost you a penny. A handful of Internet Service Providers (ISPs) are offering 0800 (free) access at weekends. One of which, Screaming.net is completely free to join although you need to transfer your BT account to another telephone company, which can take up to six weeks (It's supposed to take five days, but demand is high). Others ISPs offering free local calls are currently subscription-based because of the extra services they offer. BT Internet, for example, costs £11.95 per month. If you want to be online 24 hours a day, seven days a week (unlikely unless you're really keen) Transcom gives you unlimited free access, though subscribing costs more.Basically, if you're willing to wait a while to get set up, don't mind switching from your BT account and play online at weekends, Screaming.net gives you it all completely free. Otherwise go with BT... for now. Check out some of the other offers/deals we found, below.**

**WHO: Screaming.net**
**COST: Free local calls between 6-8pm weekdays, and all weekend**
**FROM: Available from Tempo**

**WHO: BT Click**
**COST: Free service, calls at local rate**
**FROM: Available from BT stores, or www.btclickfree.com**

**WHO: Virgin**
**COST: Free internet access, calls charged at local rates**
**FROM: Available from Virgin stores**

**WHO: British Telecom**
**COST: £11.95 includes free local calls over the weekend**
**FROM: Available from BT**

**WHO: Wireplay**
**COST: Free dedicated games service, charged calls at local rate**
**Available from www.wireplay.co.uk**

**WHO: FreeUK**
**COST: Free internet access, charged calls at local rate**
**FROM: Sign on at www.freeuk.com**

### WHY'S ONLINE GAMING SO GOOD?

It's hard to see why everyone's so big on this idea until you've experienced it for yourself. It doesn't take long to appreciate, though. You may be fighting for your life in a brutal *Quake* deathmatch, or outwitting an entire army in *Command & Conquer*. Your opposition is real and that makes a world of difference. Turn the page, check examples of the greatest online games. See if you can resist...



# THE GAMES THAT MAKE IT FUN

Online gaming is hottest in the multiplayer deathmatch domain. *Quake's* not the only thing to play



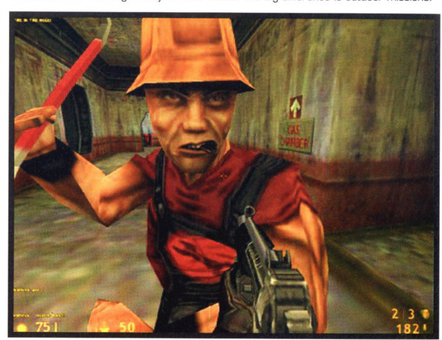
**UNREAL TOURNAMENT** This game is just finished. *Tournament* has advanced communication methods and the intelligence of non-player characters. See p48.



**STARSEIGE: TRIBES** Work with a team to complete mission objectives. If your friends are into online games you'll love *Tribes*. The big difference is outdoor missions.



**QUAKE III ARENA** The *Quake III* test is the hottest thing online. Its rules are defined by more and better weaponry used inside confined arenas. It's close to perfection.



**HALF-LIFE: TEAM FORTRESS** The one-player game is great but the online version is outrageously cool, with players adopting different character roles inside a team.

## WIN £500 PLAYING QUAKE

**Playing online can even earn you money, if you're hot enough. ISP, Claranet, has a games service called Free UK. This is currently running a competition called Quake-Off, to find the best *Quake II* player every month. The first prize winner gets £500. Two runners up get £250 each. That's not bad at all. You have to subscribe to Claranet, of course. Interested? Go to: www.freeuk.com**

### WHAT ABOUT DREAMCAST?

Dreamcast deserves your utmost respect for two reasons.

A) Being the first console to launch with a bunch of awesome games, and B) it gets you hooked up to the internet for free.

It's one thing being able to out-drive your mate sitting next to you in a two-player game. But how good is it going to feel proving your skills in a four-player race against players across town, or even the other side of the world.

Right now Dreamcast doesn't offer the variety of games the PC has to play online, but with a version of *Half-Life* on its way you're going to feel damn special when *Team Fortress*

# BATTLE OF THE GIANTS

**The biggest alternative to deathmatch games is online RPGs – call yourself K'ahk, or something, and live another life in a fantasy world.**

**The biggest online RPGs are currently *Everquest*, which can only be bought through a few games shops, and *Ultima Online* which can be found everywhere. They're both very different, so you'll need to decide which one best suits your style.**



**EVERQUEST** You have to fight in this game – you have no choice. But it's part of the appeal of the only RPG that can be played entirely from a first-person perspective.

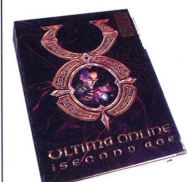
It's essential to team up with other player characters in order to meet tougher challenges ahead. Magic users cast spells for protection, while fighters handle the rest. They're the kind of tactics you'd use in any RPG, but you're acting it out for real.



**ULTIMA ONLINE: THE 2ND AGE** After creating your character and entering the world of Britannia you can be almost anything imaginable, ranging from shoemaker to a warrior. Go it alone or team up with friends. It's your call.

America has been playing *Ultima Online* for over a year, so they're getting pretty good at it. This is where *Ultima* has the advantage over *Everquest* because it provides a brand new UK server.




## STRATEGY HEADS

**If you're more of a strategic thinker, look for servers hosting the likes of *Command & Conquer* and *Total Annihilation*. The reward of defeating an unknown, but real, opponent at a long battle of wits is perhaps greater than scoring countless frags in a *Quake* deathmatch. It's not the biggest thing going, but you should definitely give it a try.**

| For *Command & Conquer*, go to: | For *Total Annihilation*, go to: |
|---|---|
| www.westwood.com/newindex2_o.html | www.cavedog.com/boneyards/index.html |

is up and running. And expect more games to follow.

**THE FUTURE IS ONLINE**

Internet service providers are falling over themselves to present the best offers, to attract the most users. More and more games are being developed all the time with online in mind, too.

Microsoft is pushing its own online RPG this Christmas, *Asheron's Call* (check http://zone.msn.com for details).

**SOONER OR LATER**

It's only a matter of time until one of the major football games gets its own online version. *Championship Manager* online – how awesome would this be?

Also bear in mind that online games are updated with 'patches' all the time (where you get extra levels, characters, and options) – by fans who post these on the internet, or by the games publishers themselves.


you
only
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## STAR LETTER
## LARA – THIEVING WOMAN

**I feel I have to voice my views on Lara Croft and her thieving antics. Let us take a look at the evidence. In *Tomb Raider* she broke into other peoples' high-rise buildings and stole information from their computers. She brutally murdered a child on a skateboard because he tried to kill her. She nicked something from everyone she killed. She also killed endangered species and aliens. And she shot an artefact of great value.**
**In number two it only got worse, stealing the following: a wetsuit, a flying jacket, a snowmobile (twice), a speedboat, guns and ammo, a dagger (which in all fairness was the object of the game, but instead of giving it to a museum she kept it for herself. What a greedy cow).**
**I think she is very cheap and for a person who can afford to run around the world, why can't she fund herself? Altogether, we think she belongs in prison.**
***Chris and Antony***
***No address supplied***




## ALMOST PERFECT

**Congratulations on the new-look Computer and Video Games. It's a lot more informative and I'm glad to read more about Sega's Dreamcast console. It's the best ever made. My only gripe about the new look magazine is that you have got rid of the Most Wanted column and the charts, and sales charts for the US, Japan and Britain.**

**With 30 more pages the mag's a lot better value, though.**
***Matthew Wood, Denbighshire***

You can't please all of the people all the time, can you now?

## ARE YOU BLIND?

**I started to read the Blind Test in new-look issue 214. "At last," I thought, "a magazine has got some real, unbiased people in to test footie games. Maybe they won't have their heads shoved up their own backsides and will see that *FIFA '99* is the best footie game ever." But no, as I read on I discovered that they also rate *ISS* tops.**

**What is it, did you bung them a backhander or something? I've played *FIFA* more than anyone else; I know it's brilliant.**
***Simon Harding, Norfolk***

Maybe, just maybe, the three guys thought *ISS* was even better than *FIFA '99*. And by the way, you don't mention if you've ever played *ISS*. If not, it's a bit like *Doctor Pepper* and to love it, first you must try it.

## ONLINE – THE WAY AHEAD?

**Like you said in issue 211, I believe online gaming is very important, as it's hard to beat a good multiplayer game. Fighting, racing, even puzzle games are all much more fun when you can play against another person. So it stands to reason that multiplayers are better than single players and the future of games lies on the Internet. Right?**

**When I think of online games the first images that come to my mind are first-person shooters and real-time strategy games. But what would get me really excited are online versions of games like *Street Fighter*, racers or other traditionally console-type games. If Sega's Dreamcast comes with a modem then it could become the centre for the best in online gaming. Here's hoping, fingers crossed.**
***Chris Heslop, Lancashire***

## NUMBER ONE FAN

**I'm a fan of Game Boy Color but I don't have one yet. I intended to get one but since reading about Game Boy Color 2 in issue 212 (p93) I'm not so sure. Will it be more powerful and what display colours will there be?**

**And what are Nintendo doing and why aren't they bothering with a millennium console? I've seen some of the Dreamcast games but I still don't know whether to buy one or wait until next year for PlayStation 2. My friend says the PlayStation 2 will have better graphics, but I'd like to see more of the games. What do you reckon?**
***David Tait, Warwickshire***

What we printed was a rumour. A good one, but the cold facts on what Game Boy Color 2 will have in the way of power and colours are a bit thin right now. When we know for sure, we'll let you know. In the meantime, buy a Game Boy Color and enjoy. Nintendo do have a next generation console in the planning, called Project Dolphin, but when it will come out, who knows? The good old Dreamcast vs PlayStation 2 question. For all the facts, and a large dose of personal opinion, turn to page 74. That lot should help you decide.

**WANT SOMETHING FOR FREE?**

It's easy, all you've got to do is send us something interesting. Could be a letter (but no more 'this or that console's crap' letters please). Photos or stories of weird game related stuff always goes down well, especially if it will make other people laugh. Size of prize will depend on the quality of what you send. Write to: **Computer and Video Games, Angel House, 338-346 Goswell Road, London, EC1V 7QP.**

## KNOW IT ALL

**It's actually Anakin Skywalker who built the Podracer he races in the new Star Wars film, and not Qui-Gon, as stated in issue 212 of Computer and Video Games, page 14. Just wanted to let you know.**
***Ramsey Nabulsi, Huddersfield***

## CHEEKY LAD

**Please find enclosed a colour scan of my PlayStation (I managed to get it into my scanner). In issue 212 you asked for weird stuff or pics of customised consoles. I think you will like mine.**
***Daniel Bimpson, Liverpool***



"What would get me excited are online versions of games like Street Fighter"
***Chris Heslop, Lancs***

# "The future of good old gaming I feel will be non-existent in about two years"

*Daniel Davies, Lancashire*

## EVOLUTION

**The new look is tops. I recently subscribed and I just wanted you to know you are my number one multi-console mag. Keep it up for another 17 years and I'll buy you a beer. Here's a pic for you (it's Ash from Pokemon if you can't tell). See you later.**
***Phil Smart, Leicestershire***
Thanks for the offer, but could we have it a little sooner?




We've sent Ed out to watch the film again, and if he turns out to be wrong he has promised to suffer the pain of 40 lashes each morning. He is truly sorry if he casued you any offence.

## LOVED IT

**Loved the Steve Austin cover of issue 210, thanks for not slagging off *WWF* like all the other mags do. It makes a change.**
***Gavin West, No address supplied***

## IN THE SHADOWS

**Do you know when the game *Shadow Man* is coming out? Also, I was wondering how you can produce such a brilliant magazine and charge only £1.50 for it?**
***Matthew Davies, West Sussex***
To the best of our knowledge *Shadow Man* should be in a shop near you by the end of August, although we don't have a precise date. Your best bet is to keep a close look out.

We can produce the mag at £1.50 because we're not thieving, money grabbing swine and only require a humble living to be happy. Thanks for your kind words.

## SAVE MY FRIENDSHIP

**Me and my pal are always arguing about what game is better, *Rollcage* or *Brian Lara Cricket*.**

**I think *Rollcage* is far better, but as Computer and Video Games are the gods of games and the kings of consoles it'd be good to hear your opinion. By the way, my favourite *Rollcage* character is Leon. The bloke in Mailbag, issue 212, who said he looks like Piago out of *Rival Schools*, looks more like Meat Loaf to me.**
***No name supplied, Nottingham***
Well Mr No-name, it's quite simple. *Rollcage* is a 3D, turn the vehicle upside-down futuristic racing game. *Brian Lara Cricket* is about cricket. You can't really compare them, because if you think cricket is as exciting as licking stamps you'll never enjoy a game about it. No matter how good.

## THE END IS NEAR

**Could someone please agree with me. The future of good old gaming I feel will be non-existent in about two year's time.**

**These future consoles with endless capabilities will mean graphics that are so close to reality. Games aren't meant to be real, they're games! When we decapitate a monster with a double-barrel shotgun in *Quake II* it's ace, when we reflect fire with Link's shield it's pure class. 'Games should not be turned into reality by the immense power of these future consoles.**
***Daniel Davies, Lancashire***
Technology moves fast, but even if they get to the point where games look that good, there's no reason you'll not treat them just the same as you do now. When you go to watch a film, they look real but you still know they aren't. They're just a piece of escapism, aren't they? You're on your own, we're afraid.

## WWF ON PLAYSTATION

**You recently ran a feature on the new *WWF* game, coming out on Nintendo. What you didn't say is when it's coming out on PlayStation. I'm a big *WWF* fan and respectfully do not like the *WCW* as it's full of old *WWF* rejects like Hulk Hogan.**
***Barry O' Neil, Bangor***
Good question. For the full answer turn back to page 42 where you'll find a review of that very wrestling game.

ATTITUDE

## YOOOF OF TODAY

**I am fed up with at least one person per month writing in with a moan like, "Kids, they no nuffin' these days. All I needed when I was a lad/lass was *Pong*." Kids do know something about games (well, most do) and we don't just waddle up to the window of a second-hand store and go, "Duh, that NES looks cool, it must have some awesome graffiks." These letters imply that we never play brilliant games such as *Breakout*, *Defender*... the list goes on. The first game I ever played was *Felix* on a 286, when I was three. A year later I got an Amiga 1200. I can also remember being amazed at the prospect of colour games! When I was six I fell for Sega and *Sonic* and got a Mega Drive 2, not knowing or caring that it was the coolest console to own at the time. I now own a Mega CD2, a Saturn and every *Sonic* and Sonic-related game that has come out in the UK. To show that I'm not biased I have a SNES and a Game Boy. I also own a PC and my sister has an N64 (*Zelda* rocks!). My point is that kids do know about games.**
***Chris Thursten, Salisbury***

## NICE IDEA

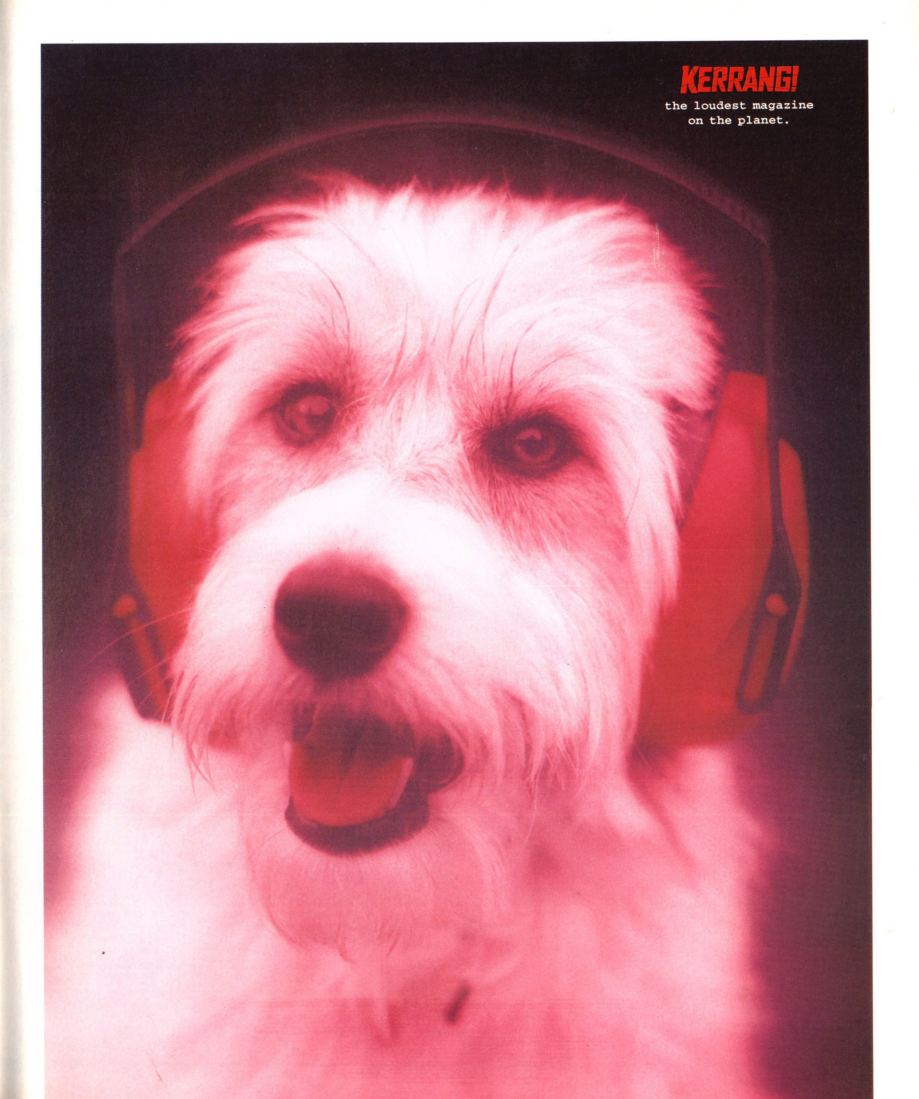
**Me and my friend have come up with an idea you might be interested in. We think you should do a video; what it would include is how to complete *Goldeneye* on three different difficulties and other difficult-to-complete Nintendo 64 games such as *Body Harvest*. At the end of the video there should be how to get cheats for each game.**
***Steven Rogerson and Steven Jenkins, Somerset***

## WHO WROTE TO MAILBAG THIS MONTH

Tim George, Chesham; Ian Johnson, Nottinghamshire; Adam, Sidley; Monkey, Bongobong (that's what it said); Jess Gloder, London; Simon Caddy, South Wales; James Andrew Paton, Glasgow; Daniel Jones, London; Nurol Abedin, Forest Gate; Sam, Wilts; Adrian Dutt, N. Devon; David Dawson, Powys; Jon Durant, Northampton; Jonathan Sidebottom; Michael Smith, Cheshire; Neil Renwick, Manchester; Niall, Ireland; Brian Lumm, Coventry; Brian Corcoran, Kilkenny; Francis Williamson, Norwich; Daniel Wesley, Staffs; Sam and Tom Melia; Jason Wachon; John Durant, Northampton; Steven Boroumand, Co Durham; Craig Williams, Co Durham; Ben Heslin, Westhoughton; Joshua Roberts, Leek; M Hook, Tyne and Wear; Matthew Wood, North Wales; Sam Jones, Gloucester; Daniel Richardson, Essex; David Nicholas, Essex; Jon Smith, Bradford; Richard Bridger, Withern Sea; Matthew Thompson; Gary Reid, Glasgow; Alexander Cole, London; Paul Mannering, Sheppey; Helen and Daniel, Bristol; Mark Hanly, Greystones; K Cheung; Leon Auger, Telford; Christopher Woodside; Lawrence Binnie, London; John Turner, Essex; Oliver Stone, Eire; Levent Yildiz, Stoke Newington; Andrew Hogan; Scott Ison, Dorset; Andrew Hough, Cheshire; Mohammad, Islington; Adam Ghannay, Sidley; Donal Mcgee, Offaly; Abs, London; Paul Coughlan, Ireland; Paul Davies, East Sussex; C. Nicholls, Herts; The Man, Lancs; Paul Claeys, Belgium; Phil McMillan, Northants; Stephen Olley, Stourbridge; Edward Graves, Thetford; D Heath, Mitcham; Ricky Burgess, Alton.

# "I remember being amazed at the prospect of colour games"

*Chris Thursten, Salisbury*


KERRANG!
the loudest magazine
on the planet.

# THE BEST EVER... FOOTBALL GAMES

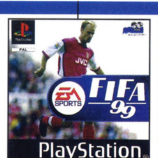
**At last! With no World Cup or European Championships to occupy us during the summer, the agonising 2 1/2 month wait is finally over. To celebrate we've rounded up the biggest games on the planet and pitted them against each other in a titanic battle of the football games.**

## FIFA '99

**PlayStation, PC, N64**
**£39.99 on PS**



**THE WARM UP**
*FIFA* is the best selling footie brand anywhere in the world. Despite mixed reviews, the public still wet their pants over it.
**MAGIC MOMENT**
You can pick from all the Premiership teams as well as international and custom teams consisting of some of the greatest players from yesteryear.




**OWN GOAL**
You don't have much control over what is going on. Players waltz past each other and it's possible to dribble the ball from one goal line to another.
**CROWD PLEASER**
You can have up to eight players at once. The slick presentation and real player names means it's always likely to appeal.
**LIKE THE REAL THING?**
If you're talking about the atmosphere, then yes, it is. A gamut of commentators like John Motson and Des Lynam and the crowd chants all contribute to the atmospherics make the game sound like the real thing. But the players don't have enough realistic elements to them – which doesn't help.



## ACTUA SOCCER 3

**PlayStation, PC**
**£39.99 on PS**



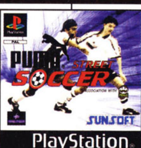
**THE WARM UP**
The new editions to the licence always go down quite well, but poor sales means *FIFA* will once again steal the limelight. Despite Alan Shearer being the face of *Actua Soccer 3*, he brings little pulling power.
**MAGIC MOMENT**
The commentary is the finest. Barry Davies' phrases and quips match exactly what is going on in the game at the time.
**OWN GOAL**
In all our hours of play on *Actua*, we've never seen the players head a ball more than twice in a single game.
**CROWD PLEASER**
*Actua Soccer 3* has a big team editor that is far better than the *FIFA* one. You can change facial hair on people, create your own teams and even design a specific kit for your team. The controls are quite fiddly and too many players on screen will often leave you screaming as four players all chase after the same ball. They will, however, all run around it for a couple of minutes before anyone actually touches it.
**LIKE THE REAL THING?**
Apart from the commentary, there's nothing really in terms of playability that will make this stand out over the crowd.

## PUMA STREET SOCCER

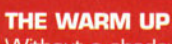
PlayStation, PC
£39.99 on PS



**THE WARM UP**
A four-on-four indoor and outdoor mini-version of the real thing. The fact is it's a truly awful game that has no redeeming features.
**MAGIC MOMENT**
There are two. One is the shop owner's face when he sees you walk up to the counter holding this and 40 big ones. The second's the mickey taking you'll get from people as you clutch this game on your way home. Trust us, you can spot a *Puma Street Soccer* player a mile away. They have bowl haircuts and excess saliva.
**OWN GOAL**




Players run like they're constipated, slide tackle each other on concrete and bounce back up as if nothing happened, allowing you to waltz through them as if they weren't there. Tackling's impossible.
**CROWD PLEASER**
You'll lose friends and relatives once they see you playing this.
**LIKE THE REAL THING?**
It's slow, jerky and has no action at all. Paul Daniels has better tricks than this game, and as for flashy touches it's awful! Off!



## ISS PRO '98

**PlayStation, N64**
**£39.99 on PS**



**THE WARM UP**
Without a shadow of a doubt, this is the critics' choice when it comes to live action football.
**MAGIC MOMENT**
No other comes close to the buzz of roasting a couple of defenders down the wing, cutting in along the touchline and pinging in an inch-perfect cross, etc.
**OWN GOAL**
There are no real player names and only international teams. Player selection can be dodgy, sometimes it won't let you pick the nearest players to the ball.
**CROWD PLEASER**




Only two players can play at once, but that makes it much more personal. Watching it you might think you're looking at the real thing. Players animations for kicking, heading and tackling are superb.
**LIKE THE REAL THING?**
Compared to anything else we've seen, most definitely. You can really clatter people, and jostle for supremacy in the air and on the ground. Plus crossing, heading and trick moves all add to the flavour. If you hadn't guessed, we think this is the absolute nuts.

## VIVA FOOTBALL

**PlayStation, PC**
**£34.99 on PC**



**THE WARM UP**
*Viva* has some neat ideas and tries to be different.
**MAGIC MOMENT**
Recreating the classic matches from World Cups of old. You can try and rectify the injustice of Italy '90 and that penalty shoot-out with the Germans, or you can pick the Brazilian team from the 60s.
**OWN GOAL**
The lack of commentary was a brave decision to make, but the players shouting instead was tried before in *Three Lions* and didn't work. While *Viva's* is better it's still not the ideal way to play.
**CROWD PLEASER**
It has a four-player mode, so yes, you can have a few mates round for a quick game. You can also try to settle any arguments you have over whether the England team from 1990 would beat the England team from 1998, by having a match pitting the two against each other.
**LIKE THE REAL THING?**
It has a fair level of realism, but not one that's instantly recognisable. You'll find yourself splitting the defence with some devastating through balls, but finishing is sometimes difficult. There's a tendency to resort to the same three or four goals rather than having a pop from anywhere else on the pitch.



## AT THE FINAL WHISTLE

In every game there are winners and losers. In football you can't get worse than being given the red card and sent off, so that's the lowest score we're awarding any game here. At the other end of the scale, for the champions of footie games, we've awarded them a hat-trick of balls. The rest get either two balls, one ball or a yellow card



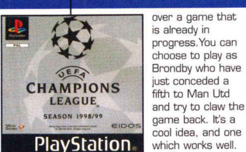

- **Red Card – 1 out of 5. So crap, it has to be sent off.**
- **Yellow Card – 2 out of 5. A caution. Beware of this one.**
- **One Ball – 3 out of 5. Good goal. Steady, can't-go-wrong performance.**
- **Two Balls – 4 out of 5. What a contribution. Worth a replay.**
- **Three Balls – 5 out of 5. Hat Trick! The Daddy of them all.**

### UEFA CHAMPIONS LEAGUE

**PlayStation, PC**
**£39.99 on PS**



**THE WARM UP**
Unofficial follow-up to *Michael Owen's World League Soccer '99*.
**MAGIC MOMENT**
*UEFA* is one of the few games these days to feature a scenario mode where you can take over a game that is already in progress. You can choose to play as Brondby who have just conceded a fifth to Man Utd and try to claw the game back. It's a cool idea, and one which works well.

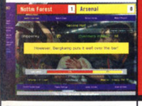



**OWN GOAL**
As with so many of these games, *UEFA* doesn't feel like you have much control over what's going on. The players move clumsily and tackling is bad. There may be an added step-in tackle, but it doesn't do much to alter the fact that you can't get the ball.
**CROWD PLEASER**
Three other people can join the play, but it's too frustrating to play all evening.
**LIKE THE REAL THING?**
It can be. Free-kick taking is really good and easy, but you have to be right on the button to see the ball sail into the net – Beckham-style. Brian Moore's commentary is good, but not enough to save this from mid-table obscurity.

Rating: One Ball

### CHAMPIONSHIP MANAGER 3

**PC**
**£34.99**




**THE WARM UP**
An eagerly anticipated sequel by PC owners. It was one of the fastest selling PC games of all time and is still in high demand. You won't find a more detailed management game anywhere.
**MAGIC MOMENT**
The wheeling and dealing in the transfer market. Whether you're at the top of the Premier League or struggling in the lower divisions, making sure you get the clauses and wages exactly right to tempt the big-name player to your club is important and exhilarating.
**OWN GOAL**
If you haven't got a decent PC with a shed-load of RAM and memory, then you're not going to get the full experience. You won't be able to load all the database, and the time it'll take to load between matches will give you long enough to eat breakfast, lunch and dinner, in one sitting.
**CROWD PLEASER**
This is strictly you and nobody else. It's incredibly boring to watch if you can't have any say in tactical decisions or transfers. And there's nothing to look at other than text messages and the occasional goal flash.
**LIKE THE REAL THING?**
Every little stat, detail and figure about players you could possibly imagine is here, as well as the ability to create endless custom formations and tactics. Here, you have to use your footballing brain instead of your games-playing one.

Rating: Three Balls

### PREMIER MANAGER '99

**PlayStation, PC, N64**
**£29.99 on PC**




**THE WARM UP**
Another big management game. It's at the opposite side of the spectrum to *Champ Man* in that it doesn't attempt to go for pure management, but everything you'd associate with the game. You can handle accounts, shops and anything else a chairman would.
**MAGIC MOMENT**
Once you've assembled a squad, you need to turn your club into an empire. Building the ground, club shops, restaurants and car parks. Then marvel as you rake in the cash. It's great to see £1 million come through the gates!
**OWN GOAL**
It's easy if you start at the top. We managed to win the League, the League Cup, plus finish runner-up in the FA Cup on a difficulty setting of eight (out of 10).
**CROWD PLEASER**
The highlights will keep most happy but, as with other management games, it's definitely for going solo only.
**LIKE THE REAL THING?**
It's more fantasy than reality. If it were this easy in real life to poach players, then football would be a strange place.

Rating: Two Balls




### FA PREMIER LEAGUE STARS

**PlayStation, PC**
**£44.99 on PS**

**THE WARM UP**
First action-based game with the official licence is really another addition to the *FIFA* series.
**MAGIC MOMENT**
The stars system is a brilliant idea and a novel one at that. You're awarded stars based on team performance, goals, man of the match, etc – use them after each game to boost player's ratings or dip into the transfer market. You can build your own Dream Team.
**OWN GOAL**
Again, it's similar to *FIFA*, but at least it has enough difference to think about buying it, even if you own an older *FIFA* title.
**CROWD PLEASER**
You can save your teams to a memory card and take them round to a mate's to pit the two against each other. The more you play this game, the better your team will become, which can only be good for long afternoons in front of your PlayStation.
**LIKE THE REAL THING?**
It's got all the sponsors, kits and names of the players, so it's going to appeal to fans of the league. But it plays like *FIFA*.

Rating: One Ball

### PLAYER MANAGER 98/99

**PlayStation**
**£39.99**




**THE WARM UP**
George Graham has put his name to this one, and quite frankly it's an insult as he's a very good manager and this is a very dump game. Cack to be honest.
**MAGIC MOMENT**
It's nicely presented. Sometimes. And the packaging is quite good, too. The words 'clutching' and 'straws' seem to spring to mind at this moment.
**OWN GOAL**
Once you've started a match, it's not possible to skip the highlights. So you have to watch through 10 minutes of the slowest, dullest action ever seen in a football game. And that's just for one match. You'll be soooo bored by the pre-season friendlies you won't even want to play the season.




**CROWD PLEASER**
There's more entertainment down your local park on a Sunday afternoon. Playing with dog turds is better than this.
**LIKE THE REAL THING?**
Please. At least you can walk out of a real match if you're that appalled by it. Maybe they could use this as a new method of torture.

Rating: Red Card


THE DEVIL INSIDE
"Buy one, do it now. Go on you know you want it, forget all your other consoles"
OPEN
SEGA
A
B
C
D




## HANDS ON THE GAMES

**Believe it or not, Sega still doesn't know which games will be available on day one, even week one – that's straight from the horse's mouth. So the best we can do is present you with Sega's best guess.**

### ON DAY ONE

**Sega Rally 2**
Close to the arcade version in most respects, chief of which is gameplay. Also features extra cars, more circuits, a split-screen two-player and internet option.

**Virtua Fighter 3tb**
Characters and gameplay appears almost precisely like the respected arcade game, minus a few bits and pieces here and there. Clumsy two-player set-up though.

**Toy Commander**
Imagine *Micro Machines* played in full 3D, where you can fly or drive anywhere. That's the initial impression you get from *Toy Commander*.

### INSIDE FOUR WEEKS

**House of the Dead 2**
This is identical in every respect to the arcade version. There's a special Dreamcast mode in the game, plus a Training mode that's a load of fun in itself.

**Sonic Adventure**
Looks like a kid's game, but showcases the Dreamcast like no other. Takes a while to complete since there are six characters with unique missions.

**Sega Bass Fishing**
Brilliantly enjoyable fishing competition. It looks amazing and is guaranteed to have you squirming on your chair trying to land a big one...

**Soul Calibur**
Knock-out re-vamp of the weapons-based arcade fighter. It plays the same, but looks loads better and will feature new gameplay modes.

**WORDS:** PAUL DAVIES, ALEX HUHTALA, ED LOMAS **PHOTOS:** KENNY P

# IT'S MAKE YOUR MIND UP TIME

## Dreamcast – Do you buy one, don't you buy one? That's the question

**Dreamcast is the biggest thing to happen since the launch of PlayStation. What everyone wants to know is, how good is Sega's new console and should I buy one?**

**The facts are the games look three times better, at least, than PlayStation's. You can get on the internet for free with without any hassle – it's cheap too, considering you get the equivalent performance of a £1500 PC. But, ultimately, it's not for us to decide if you should splash the cash come September.**

**To help you answer these we took a Dreamcast with a bunch of games to the streets and got a whole bunch of you to try it for yourselves. What you had to say was more than interesting...**



Just think, you can get *House of the Dead 2* on Dreamcast

I think you'll find the games are a little shallow, young man

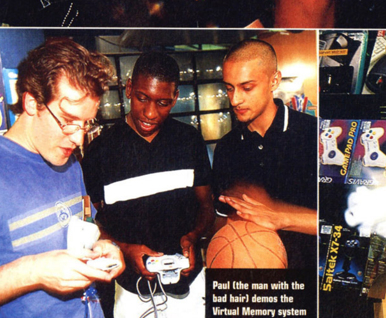
# WHAT YOU THINK OF DREAMCAST

**We lugged our Dreamcast and telly down to HMV Level One on London's Oxford Street to let you play it and get your opinions. Within minutes of setting everything up the Dreamcast attracted a crowd eager to get going on *Power Stone*. Lots of people with lots to say. Let's hear it:**



No we didn't set this up, people were really keen to play Dreamcast




Paul (the man with the bad hair) demos the Virtual Memory system

### THE MACHINE

"I was surprised by the size of the machine. The graphics are much better on this. PlayStation graphics just aren't as good – they're not in there anymore." Joe Zwhang, 16, was sure of what he had to say. "PlayStation certainly isn't top of anyone's priorities anymore."

James Connelly, 14, has owned his PlayStation for two years. But his birthday falls in October, and he's hoping to get a Dreamcast then. "Anyway Sega is sponsoring Arsenal, and they're my team", he said grinning.

It turns out Sega has made the right move by giving players the option to play at 60Hz, instead of 50Hz as has been the case with all UK systems prior to Dreamcast. Wil Jeffers, 18 said, "I was going to buy a Japanese Dreamcast, but I heard Sega was giving you the 60Hz option, so I thought I'd wait for it and the internet thing."

Overall, then, the performance is good enough to get people interested, and even games snobs are taking the UK machine seriously.

### THE CONTROLLER

Mixed reactions toward the controller. We got a lot of people saying it looked like the N64 controller, mainly because of the bright colours and the single analogue stick. Generally though people were too engrossed in *Virtua Fighter*, and *Power Stone* to care about looks. It does the job, basically.

"The pad looks crap. It should've been a different colour anyway," said Shan Hayear, 20 while his friend Marvin came back with, "Yeah, but the controller's really comfy."

Marvin gets "comfy" with the controller

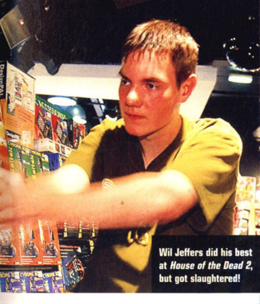
"I'm quite impressed with the controller – especially the triggers, they're pretty good," was Joe Zwhang's opinion.

### THE GAMES

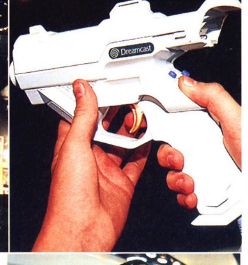
When it boils down to it, the games are going to make or break Dreamcast like no other machine before it. There's a lot of great software on PlayStation, and people are used to lots of hype followed by nothing special.

"I bought an N64 for *Goldeneye*, but I should have bought a PlayStation – it's got better games. I thought there would be lots more games as good as *Goldeneye*, but they never came," said Chris Randall, telling us his own bad luck story with the N64. Chris though Dreamcast was cool but wanted to wait for definite big hit games. "If Sega had a good car game, or flying game, then it would be popular."





Wil Jeffers did his best at *House of the Dead 2*, but got slaughtered!




Yen Nenh, 17, raised the point that a lot of gamers are "playing multi-player all the time. More games should be four-player". His point was supported by Abi Hussain who reckons, "If *Virtua Striker 2000* comes out for it, Dreamcast will be a big hit. We love our multi-player games, and the PlayStation never got a decent soccer game."

**SOMETHING DIFFERENT**

Above all, we got the impression that what you want is something different, not just better looking games. Yen reckoned, "The thing with *Sonic* is that you get innovation – fighting games are all the same. All my mates are getting really happy about the new *Tekken*, but it's just boring! Things like *House of the Dead*, and *Virtua Fighter* you could get on the Saturn. I prefer things like *Shen Mue* that are really innovative, and different. That's why I'd buy a Dreamcast."



Do the right thing. Listen to Yen. Buy a Dreamcast

## WHAT ABOUT SONY AND NINTENDO?

**Dreamcast isn't the only new games system on your minds. The next generation PlayStation may be a way off, but it seems to be getting more thoughts per minute than Sega's system even now.**

We asked David Randall, 13, if he and his mates had given Dreamcast much thought at all. He explained that they "haven't really been following it" and "don't know what's coming out at all".

James Connelly was "not too optimistic" about Dreamcast. Word, as far as he knew, is "more about PlayStation 2 really."

"Dreamcast is really good, but I'm going to wait and see what PlayStation 2 can do." William Crosby, 17.

Sega has its work cut out to make a big impression on September 23rd just to stop people looking the other way, is the bottom line.

## ARE YOU GOING TO BUY ONE?

**Since PlayStation dropped in price our expectations about cost have been seriously affected. Though Dreamcast will ship at just under 200 quid, there's still an issue with affordability.**

"If the price was lower I'd buy one," said David Randall.

"The price has to come down," said Chris Randall (no relation!)



## BRING IT ON!

There you have it, that's what a selection of games players we spoke to reckon on Dreamcast.

We're looking forward to Dreamcast because we know it'll be a lot of fun, although not everyone out there seems entirely convinced that what's on offer (in particular, the games) from the beginning is enough.

Next issue we'll know exactly which games Sega will hit us with on launch date, and we'll be catching your views then, in addition to setting ours in stone. For now, if you want a Dreamcast turn over the page and have a go at our fun quiz, then enter our competition to win a Dreamcast.

# ARE YOU COOL ENOUGH FOR A DREAMCAST?

**Will you be worthy of owning a Dreamcast when it's released on 23rd September 1999?**

## 1.
**Find your way out of this maze.**




## 2.
**What's your favourite button?**
**A.** A
**B.** B
**C.** C

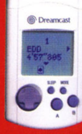
## 3.
***House of the Dead 2* Vs *House of the Dead* – graphical leap forward, or could try harder?**


House of the Dead 2


House of the Dead

## 4.
**What does the 'tb' mean in *Virtua Fighter 3tb*?**
**A.** Tastes Better
**B.** Tuberculosis
**C.** Team Battle
**D.** Tony Bennet

## 5.
**What is this?**




## 6.
**How do you play *Sega Rally 2*?**


**A.** From this view? **B.** Or from this view?

## 7.
**How many friends do you have?**
**A.** None
**B.** One
**C.** Three
**D.** More than three

## 8.
**If you were going to dye your hair, what colour would you choose?**
**A.** Pink
**B.** Purple
**C.** Red
**D.** Blue

## 9.
**Which pad is better for *Virtua Fighter 3tb*?**

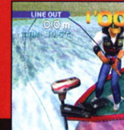
**A.**


**B.**


## 10.
**Which do you prefer – *Soul Calibur* or *Tekken*?**

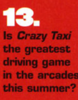
## 11.
**Who is fastest?**
A. Sonic the Hedgehog
B. Big the Cat
C. Crash Bandicoot

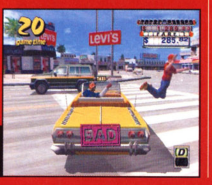
## 12.
**Does this screenshot get you excited?**



***Get Bass.* It's fishing but not as we know it**

## 13.
**Is *Crazy Taxi* the greatest driving game in the arcades this summer?**





**Oops, there goes another innocent victim**

## 14.
**And finally, how many of these have you done?**
**A.** Held a Dreamcast pad in your hands
**B.** Owned a Saturn
**C.** Completed *Grandia*
**D.** OK, so you played *Grandia* for a bit
**E.** But it was all in Japanese
**F.** You've heard of *Grandia*, right?
**G.** You saw a screenshot of *Grandia* in a mag once

## 15.
**True or False?**
*Virtua Fighter 3tb*'s native American wrestler, Wolf Hawkfield, is a big fan of karaoke singing.

## SO HOW DID YOU SCORE?

**The Answers** (Points scored are in brackets)
**1.** If you skipped this question (5).
If you actually did it (-5).
**2.** A or B (5), C (-5) because there's no C button on the Dreamcast pad. Get a Saturn instead.
**3.** Graphical leap (5) Could try harder (-2).
**4.** C (2) D (5) Tony Bennet is even cooler!
**5.** Virtual Memory System (2). Uber-memöry Karten (5). Pacemaker (-2). Midget Game Boy (2).
**6.** A (-2) B (2).
**7.** A Go buy a Game Boy. B Go buy a PlayStation. C Buy a N64. D The Dreamcast is ideal for you! (10).
**8.** D (5) It's the colour of the Dreamcast logo as well as the colour of Sonic's hairy body.
**9.** A (5). B (0).
**10.** Soul Calibur (5). Tekken, erm... not yet (-1).
**11.** A Sonic (2). B But Big the Cat can catch fish (5).
**12.** Yes (5). No (-25).
**13.** Yes (5). No (-5).
**14.** Two points for each.
**15.** It's true, but (-10) if you knew that. Geek.

## HOW YOU RATE

■ **Scored 50+**
**CONGRATULATIONS MR COOL**
You've passed with flying colours. Sega should pay you to play their machine. Better yet they should make you the director of the company.

■ **Scored 20 to 50**
**COOLEY HIGH**
You are on your way to enjoying a healthy new life with a brand new console that's going to blow your mind for the next few years. Well done.

■ **Scored 1 to 19**
**COOLI-OH**
You are reluctant to part with your money on a console before you understand what it's all about. Don't worry, when more games are available you'll still be convinced to join in the fun.

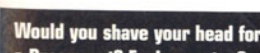
■ **Scored 1 or lower**
**COOL AS ICE**
Check you still have a pulse, you sound more machine than man.

# AMAZING WIN A DREAMCAST!

**What would you do for a free Dreamcast? We've got a brand new UK console and three games for whoever convinces us they're more desperate for a Dreamcast than anyone else. Tell us exactly how far you would go, and we'll pick the most extreme suggestion as the winner. But there's a catch – we'll be turning up at that winner's house and will only give them the Dreamcast if they go through with their suggestion. Just how far would you go?**

Fill out, and cut out, this form and send it to the address below by the 16th September 1999. We'll pick our favourite and, providing they go through with their promise for our cameras, we'll hand over the Dreamcast and games.





**Would you shave your head for a Dreamcast? Eyebrows too?**

**WHAT I WOULD DO FOR DREAMCAST,**
**Computer and Video Games,**
**Angel House,**
**338-346 Goswell Road,**
**London,**
**EC1V 7QP**

I, ........................................................ *(your name)*, promise to ........................................................................................................................................................................................................................... *(what you would do)* in return for a brand new Dreamcast console and three games from my friends at Computer and Video Games magazine.

Signed ........................................................ *(sign here)*

Address ...........................................................................................................................................................................................................................................................

Telephone number ........................................................

# SCOOP!



The *Final Revelation* includes extra curved scenery to make places feel more realistic. Though this room looks huge, locations will generally be smaller than before

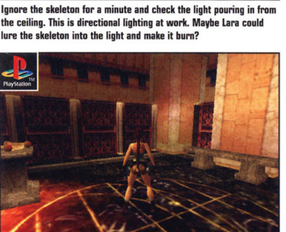


Ignore the skeleton for a minute and check the light pouring in from the ceiling. This is directional lighting at work. Maybe Lara could lure the skeleton into the light and make it burn?



More directional lighting at work here. Light blazing out from the flame and an eerie glow from the water below. Wowzer!

**The fourth in the *Tomb Raider* series will be the final game. Have they saved the best till last?**



Everything combined – the new lighting techniques, increased detail in all the textures and a stunning new Lara model – the new *Tomb Raider* is out to be an experience like no other



Part of the story is related to the coming of the new millennium and the alignment of certain stars. There's a puzzle for you to solve here

## THE NEW TOMB RAIDER

# LARA'S ULTIMATE

### FACTS

| | |
|---|---|
| GAME: | TOMB RAIDER: THE LAST REVELATION |
| FORMAT: | PLAYSTATION, PC |
| OUT: | NOVEMBER |
| PLAYERS: | 1 |
| TYPE: | ADVENTURE |
| BY: | CORE |
| STATUS: | 60% COMPLETE |

**NEXT YEAR Lara Croft will be showing us what gaming on the next-generation PlayStation is all about. But before then we have one final *Tomb Raider* game, *The Last Revelation*, to occupy our time. It's due out this Christmas and will have to silence the critics by being the most impressive *Tomb Raider* of the series.**

### LARA ANSWERS THE CRITICS

Lara now has to prove that she knows what players want. For a game featuring the most sussed explorer of our generation, the *TR* series came close to losing its way a couple of times. Looking back, part two was too violent – Lara's a treasure hunter not a mercenary, after all. Number three, perhaps, was a little heavy on the travel thing and lost its sense of wonder about any one location.

To capture your imagination, *Last Revelation* takes us right back to Lara's roots with one giant, sprawling location with fewer enemies of greater intelligence. And when Lara embarks on her adventure, she'll be dragging you with her.

### VALLEY OF THE KINGS

Where else could provide the ideal setting for the ultimate *Tomb Raider* adventure but Egypt? Its mythology has been one of mankind's greatest obsessions for hundreds of years. Egypt presents a wealth of reference that will mesmerise players by its spell and present them with the most ingenious puzzles and pitfalls ever to grace a game of this type.

### LARA'S NEW SLICK CHIC

*Last Revelation* is pushing PlayStation

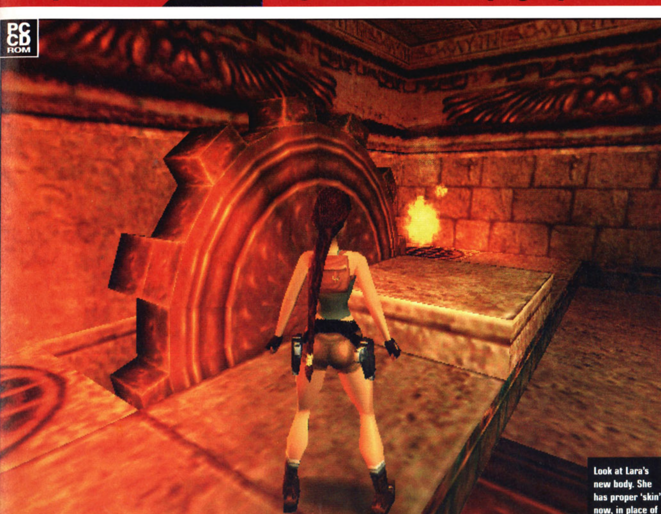
G-POLICE 2
You are the law. p86

40 WINKS
A dream of a game. p88

FIGHTING FORCE 2
It's on the rampage. p95

QUAKE 2 ON PLAYSTATION
As good as the PC version? p98





PC CD ROM

Look at Lara's new body. She has proper 'skin' now, in place of the doll-like segments used before. She looks way better when she moves

# CHALLENGE

as far as it will go, technically. There won't be any loading screens between stages, making it easier to believe Egypt exists as a whole. When the game cuts to a movie sequence to explain more of the plot, it will blend smoothly from the live action.

## SEEING HER IN A NEW LIGHT

Egypt will be even more alive through a new technical feature called directional lighting. Multiple light-sources are placed throughout an area, with varied intensity, casting life-like shadows. Now puzzles in the game can be solved by paying attention to where light is pouring from, or pointing to. A technique known as environmental mapping also allows for objects to react to light in different ways – reflections being the most obvious.

## THE WAY SHE MOVES

Lara has a new range of moves – 40 routines to help her get around, compared to just 12 before.

Speedy new ways to get in and out of tunnels, including an impressive hand-spring. And a flashy, but functional, swing around corners while climbing. There are new ways to push, pull, lean into, or hang down from levers and pulleys. It's a whole new Lara, which is exciting enough, but her enemies are just as versatile. This time they won't be foiled by Lara climbing out of harm's way – they'll go after her.

## LARA IS 'BUILT' FOR PC

If you own a PC, *Last Revelation* will have something more to offer than a sharper picture. The first in the series to have a PC game developed with its own engine, it allows for more and better features.

## We Reckon

**The new *Tomb Raider* is going to be an epic to rival *Zelda* on Nintendo 64. On balance, this could be the greatest interactive adventure of them all. And we don't use these words lightly.**

## Rumours

Too hot not to print

■ Jake Lloyd (Anakin Skywalker in Star Wars Episode I) is the voice of Tails in the English-language version of *Sonic Adventure* on Dreamcast.

■ **Squaresoft are working on three next-generation PlayStation games, one of which is *Ehrgeiz 2*.**

■ Midway are working on another sequel to *Cruisn' USA* for Nintendo 64, this time called *Cruisn' Exotica*.

■ **Nintendo's next console (currently codenamed Dolphin) is to be DVD-based but won't play DVD movies. Instead, Panasonic are set to release their own version of the machine with audio CD and DVD movie support, as well as a higher price tag. It's up to you which one you want.**

■ Namco are planning to convert a number of their console titles to PC. Translations from Dreamcast games shouldn't be a problem.

■ **Windows 2000 will come with a utility called Windows Game Manager built in, allowing parents to block certain types of games from being played.**

■ More games based on the original Star Wars trilogy are likely.

■ **If there's enough demand, LucasArts are willing to create sequels to any of their big games. We reckon fans of *Sam & Max, Day Of The Tentacle*, and other great LucasArts point-and-click adventures should start e-mailing right away.**

■ Rumour has it that Konami have stopped development of Nintendo 64 and PlayStation titles to concentrate on Dreamcast and next-generation PlayStation. All titles currently in the works will be finished first - so don't worry.

■ **A Star Wars online RPG (like Sony's *Everquest*) has been mentioned by a number of reliable sources. Apparently, the idea has been in development for a number of years and may eventually get a release sometime next year. It will basically be a Star Wars universe online for players to live in as they want - sounds like the greatest game ever, ever, ever!**




**ARMOURINES** Closest thing we've seen to reliving Starship Troopers in a game. A first-person 3D shooter using the *Turok 2* engine. Out: Sept '99

**TIBERIAN SUN** Latest in the *Command and Conquer* series. Day or night missions sure to be a big deal when making strategic decisions. Out: Sept '99



# ACCESS ALL GAMES

computer and video games

We search every month for stunning in-game shots from new games you'll play soon. You won't see better anywhere else

PC CD ROM

**BATTLEZONE 2** Sequel to the real-time action-strategy war game. You experience the action through the eyes of the infantry, and the pilots/drivers of vehicles. Out: TBC



PC CD ROM

**HOMEWORLD** 100% 3D, real-time strategy. Every move must be considered through full 3D space. And a mega storyline. Out: Sept '99



PC CD ROM

**QUAKE 3** Promises ultra intelligent computer-controlled opponents, plus the ultimate arena for multi-player deathmatches. Bring it on. Out: TBC

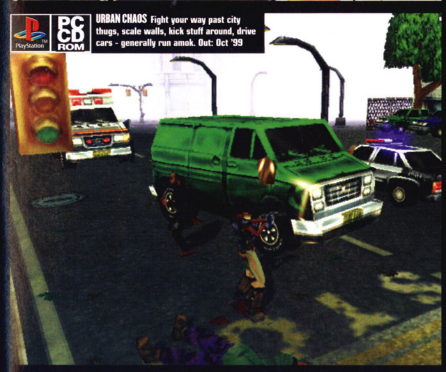





**STAR TREK ARMADA** Real-time strategy gaming, with ships and space stations from the Star Trek: The Next Generation universe. Out: TBC



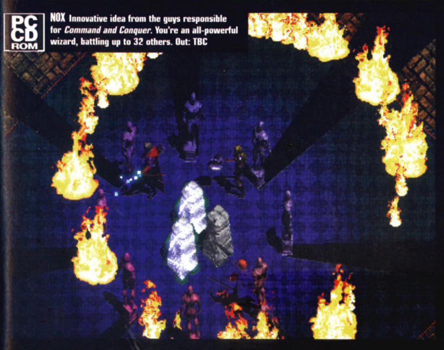

**STAR TREK VOYAGER** A combat adventure using the *Quake III* engine, with the Borg as your enemy. Plus the ultimate Trekkie trip - deathmatch as your favourite character. Out: TBC




**URBAN CHAOS** Fight your way past city thugs, scale walls, kick stuff around, drive cars - generally run amok. Out: Oct '99




**STAR TREK INSURECTION** An amazing looking adventure set one year after the events in the movie. A sort of *Metal Gear Solid*, but with Romulans and the Vulcan nerve pinch. Out: TBC




**NOX** Innovative idea from the guys responsible for *Command and Conquer*. You're an all-powerful wizard, battling up to 32 others. Out: TBC




**UNREAL TOURNEMENT** Promises unrivalled computer intelligence and a big bunch of gameplay options to make online and single-player games... unreal! Out: TBC

# Online

**Hooked on the web? Try these**

■ COMPUTER AND VIDEO GAMES
**www.computerandvideogames.com**
It's our onw website – updated every day with news, reviews, previews, and tons of other cool stuff.

■ DREAMCAST EUROPE
**www.dreamcast-europe.com**
Sega's new official Dreamcast site with news and a countdown to launch.

■ GAME SAGES
**www.gamesages.com**
If you're after cheats for any game on any system, check this site out first.



■ JEFF MINTER'S HOMEPAGE
**www.magicnet.net/~yak/index.html**
The classic game designer and yak fanatic has an insane homepage. It's well worth taking a look.

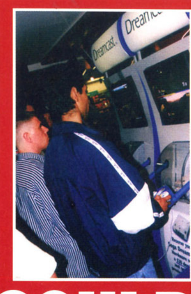
■ RAREWHERE
**www.rare.co.uk**
The developers of *Goldeneye* and *Donkey Kong 64* often release pics here first.

■ CHUPAMEDIA
**http://media.seganet.com/**
Loads of game-related desktop patterns and music files to download. Get smart stuff here before anyone else you know.

■ SOUND AMERICA
**www.soundamerica.com**
The best place to look for .wav sound files from movies and TV shows.

■ FA PREMIER LEAGUE
**www.fa-premier.com**
The official site of the FA Premier League, with fixtures, results, and news on every team.





# SEGA RALLY 2: COULD

computer and video Games MILLENNIUM CHALLENGE

**By MATT HOWELL**

**HUNDREDS OF people have been queuing to play Dreamcast's rally game before it goes on sale, aiming to prove they're the best driver in the UK.**

Across the country Computer and Video Games' Millennium Challenge has drawn in huge crowds to play on Sega's new console before it goes on sale on 23 September.

## NEED FOR SPEED

At each event players have had the chance to prove just how good a driver they are, with the quickest earning a place in the Grand Final in October. There, they'll compete in a head-to-head with the winner taking home a brand new Dreamcast console, £500 worth of HMV vouchers and a new Dreamcast game of their choice, every month for a year.

How good do you need to be to take part? Anyone can enter and most players have played just for the thrill of it. "I had to play it first otherwise I'd have lost face with the boys back in Bolton. It's a good game and yeah, it was worth the wait," said Challenge entrant Lee.

## IT'S YOUR TURN

"It's tricky to play," said Darren Davies from Swinton. "The graphics look really cool and it's very smooth but I found it quite difficult to play."

There are only a couple of events left for you to enter, check out the details below. If you can't make it, you can always watch the Computer and Video Games Millennium Challenge on TV. Gamers are covering some of the rounds for broadcast later in the year.



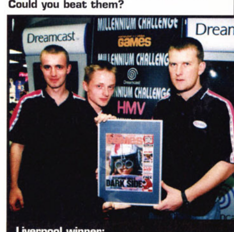
Win at Sega Rally 2, win a Dreamcast



**Manchester winnner:**
Hong Ly from Ardwick, Manchester
**Best laptime on Mountain Course:**
1.00 minutes

## HOW FAST?

**These guys blew everyone else away at the Liverpool and Manchester rounds. Could you beat them?**




**Liverpool winner:**
Daniel Webb from Blacon
**Best laptime on Mountain Course:**
1.03 minutes



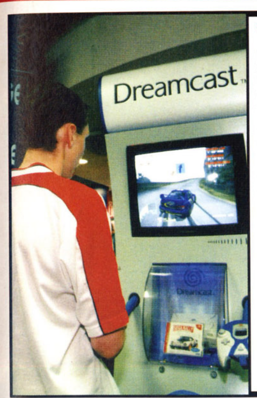






# YOU BEAT THESE GUYS?

The fastest drivers converge on HMV to play Dreamcast




## YOUR TIPS FOR TOP SPEED

**Playing *Sega Rally 2* without any warm-up session needs a lot of skill, and some would say a bit of luck. We asked players at the Millennium Challenge what their tips and tricks were for a super-low laptime. This is what they said...**

"The most difficult thing is not going too fast into the corners, do that and it'll slide straight off the track and into a wall," **James, Liverpool**

"Braking points. They're everything. Too early and the car just stops dead. Too late and you've screwed up the corner," **Peter James, Crosby**

"The car slides around really easy. You've got to concentrate really hard or you'll lose it," **Matthew Robinson, Manchester**

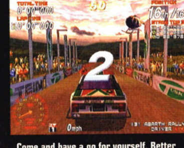
"Get the powerslides right and you'll be quick," **Etta Rayner, Stockport**

"Keep your cool. It's all about not panicking under pressure," **Mark Gardner, Bradford**

"Practice before you come along. I spent all yesterday playing different driving games – *GT*, *Ridge Racer T4* and *Sega Rally*," **Matt Simpson, Leicester**

## REMAINING ROUNDS TO VISIT

**Each round of the Challenge runs between 10am and 4pm. No pre-entry is required, just turn up on the day and play.**



Come and have a go for yourself. Better still, it's free to enter!

| | | |
|---|---|---|
| Southampton | HMV, 56-58 Above Bar Street | 14th August |
| Bluewater | HMV, Upper Rose Gallery | 14th August |
| Oxford | HMV, 43-46 Cornmarket Street | 21st August |
| Kingston | HMV, Bentalls Centre | 21st August |

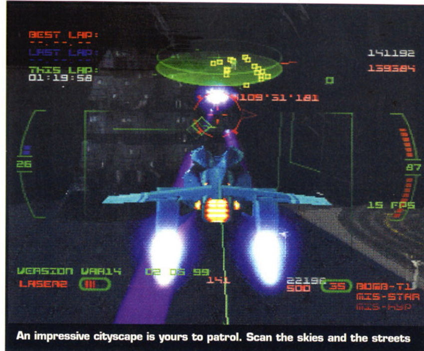
THE GRAND FINAL:
HMV, Trocadero Centre, Coventry Street, London
2nd October







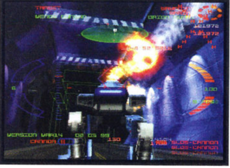
The satisfaction you get destroying vehicles like this is immense


An impressive cityscape is yours to patrol. Scan the skies and the streets

# G-POLICE TAKE IT

**FACTS**

GAME: **G-POLICE: WEAPONS OF JUSTICE**
FORMAT: **PLAYSTATION**
OUT: **SEPTEMBER**
PLAYERS: **1**
TYPE: **3D ACTION ADVENTURE**
BY: **PSYGNOSIS**
STATUS: **80% COMPLETE**





**By MAURA SUTTON**

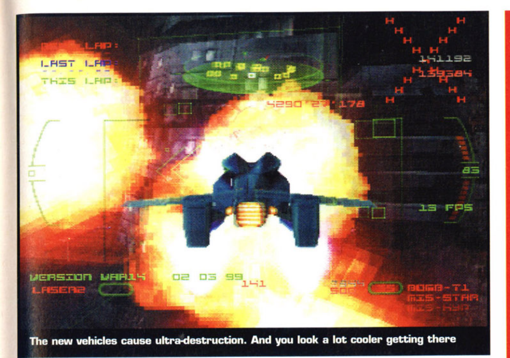
**THE ORIGINAL *G-Police* was a pretty cool game, but a lot of players said it had some major flaws. The control system was painfully difficult to master while the missions were marred by a frustratingly steep learning curve. This time round Psygnosis have taken note of criticisms and produced what looks to be a far superior offering.**

## A LOT TO OFFER

The plot begins where the first game left off. The evil Nanosoft Corporation mothership has been destroyed, but the ensuing peace is uneasy and short-lived. Crime syndicates are still running wild and Nanosoft terrorists are resurgent and planning a campaign of violent resistance. A whole array of new weapons and vehicles are made available to the G-Police to help them clean up the streets and skies. The first game was played out entirely in the Havoc helicopter (although you did get to try out a sports car on the secret training levels). This time there's a lot more variety with the chance to take control of a Raptor mech robot, an armoured car and a spacecraft, as well as the Havoc.

## ON THE STREET

These new vehicles open up fresh opportunities to explore the futuristic environment. Using the car or the mech means that you get to savour the entire in-your-face atmosphere at street level. An easy-to-use arcade-style control method has been introduced along with an echo-locator which aims to solve the problem of buildings suddenly popping up out of nowhere. Further welcome additions include a cruise control option plus a database feature that expands as the game progresses to reveal 15 secret new levels as well as music, artwork and movies.




The new vehicles cause ultra-destruction. And you look a lot cooler getting there

# EASY

## Weapons Of Justice will be a simple-to-enjoy sequal




You don't need the high-tech scanner to know you scored a hit here

### We Reckon

**Psygnosis have wisely listened to their public and the end result is a huge improvement. If you couldn't get enough of the mean streets of *Callisto* first time around you're in for a treat come September.**

# NEW CARMAGEDDON SICK-QUEL FOR XMAS

**By PAUL DAVIES**

**FANS OF *Carmageddon* stand by the fact that it's a great driving game – not just about running people over. Come Christmas, these connoisseurs of vehicular carnage will have something else to feel smug about. *Carmageddon 3: The Death Race 2000*.**

## ROAD SAFETY

You don't want to hang around too long in *Carmageddon 3* in case zombies start tearing strips from your car. They now operate in gangs, appearing to have little zombie missions of their own, creating a more believable environment.

## UNBELIEVABLE STUNTS

A more interactive city is promised in *Carmageddon 3*; take a ride on a platform dangling from a crane, or deliberately bring a pile of debris crashing down behind you as an obstacle for other drivers. It looks like mayhem.

### We Reckon

**With an online game worked in and a total of 15 new locations, expect to be well entertained.**



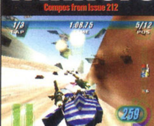
Where's the blood and gore gone? Wait a minute and I'll run somebody over. That'll do the trick



Finished the last game? Then you'll be excited at over a dozen new levels in *Carmageddon 3* to thrash away at

# Winners

Compos from Issue 212



**STAR WARS: EPISODE ONE**

■ John Chadwick, Bolton and Anthony Suppiah, Middlesex, have each won a Limited Edition Nintendo 64 *Episode One: Racer* pack.
■ Richard Dunham, Sutton and William Perry, St Clement, get a copy of N64 *Rogue Squadron* apiece.
■ And the following 10 people will receive a Lego set of Anakin Skywalker's podracer: Aaron Stokes, Canterbury; Martin Jamieson, Aberdeen; Samw Wise, Mill Hill; Darren Swindon, Bushey Heath; Mike Fricher, Northampton; Richard Stallard, Birmingham; Luke Reilly, Kilcoole; Kierdon Fletcher, Waterthorpe; Andrew Rowe, Horden; and Michale English, Southhampton. Well done you lot.

**WIN £100**

Rosemary Loughney gets £100 to spend on whatever she likes, well done.

**DRIVER**

*Driver* goodie bags, including a copy of the game, a t-shirt and other stuff, go to the following hoods: Carl Hardie, Gillingham; Lee Bamford, Middleton; Simon Greenoff, Bury; Mark Marshall, Co Durham, and Roberto Ghiotto, Rochdale.

**DUKE NUKEM**

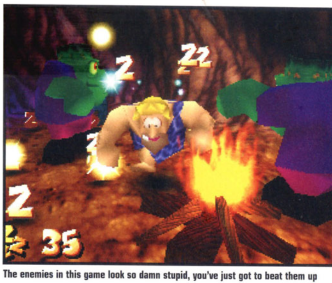
These people will be very happy playing with Duke Nukem models: Stephen Lowe, Flint; Richard Davies, Mountain Ash; Randolph Babaan, Hayes; Derek Jenkins, Gwent; Richard Willis, Lumley; Russel Walton, Bury; 'Muddy', Castleton; Alan Milne, Forres; Simon Witchard, Yate and Kevin Tran, Camden Town.

**SORRY...**

**Last month we told you that Nintendo's Player's Choice games retail at £34.99. The correct price is £29.99 and *Mario 64* is not part of the range. We are very sorry and won't do it again.**



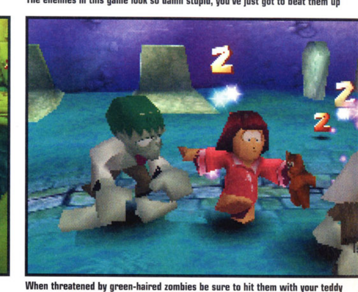
Candles make a shockingly powerful weapon when you're sleeping, it seems



The enemies in this game look so damn stupid, you've just got to beat them up



Collect the 'zeds' while avoiding giant walking sharks. Yep, this is an N64 game



When threatened by green-haired zombies be sure to hit them with your teddy

# IS IT GOODNIGHT MARIO, BYE-BYE BANJO?

## 40 Winks aims to knock Nintendo favourites off the top of the popularity charts

**By MAURA SUTTON**

**ONE LOOK at these colourful, cartoony pics will tell you all you need to know about *40 Winks*. It's a cute 3D platformer that borrows from the likes of *Mario 64* and *Banjo Kazooie*.**

### DOWN THE BOG

The game follows the adventures of two Muppet-like children, Ruff and his sister Tumble, who set out to rescue the world from the clutches of the evil NiteKap. NiteKap is a mad old bloke who has kidnapped the Winks who guard our dreams while we sleep. To prevent a huge nightmare, Ruff and Tumble have to venture through six dream worlds to rescue the Winks. The entrances to the dream worlds are to be found throughout the house.

**FACTS**

| | |
|---|---|
| GAME: | 40 WINKS |
| FORMAT: | PLAYSTATION, N64 |
| OUT: | SEPTEMBER |
| PLAYERS: | 1-2 |
| TYPE: | 3D PLATFORMER |
| BY: | GT INTERACTIVE |
| STATUS: | 80% COMPLETE |

### FANCY A FIGHT

You choose to play as either Ruff or Tumble and both characters have different skills and weapons. Tumble wields a lethal teddy bear, while Ruff wallops the baddies with a candle. They can also change into different characters by jumping into a Jack in a Box. The N64 version features a unique battle mode and makes use of the Expansion pack. There's also a two-player mode using a split screen.



You're gonna die little girl. Start praying

**We Reckon**

**It would be nice to see a platform game that doesn't include molten lava and pirate ships for once, but *40 Winks* looks fun despite originality.**

# MUSIC OF THE MILLENNIUM

By DJ DRED LOMAS




An early version of the *Music 2000* loading screen. Please try to stay calm

**CODEMASTERS' EXCELLENT music creation game is getting an upgraded sequel on both PlayStation and PC CD-ROM this Christmas. *Music 2000* takes the simple cut-and-paste format of the original game and gives the player even more freedom to create their ideal tunes.**

## MUSIC SOUNDS BETTER

More diverse musical styles will be available, as well as a variety of popular dance styles – rock and indie, for example. Codemasters also say you'll be able to plug-in a special microphone to create your own samples, rather than editing the thousands you get with the game.

Another cool feature is the Music Jam, where up to four players can jam together, creating complete tunes in real-time. Big-name clubs and DJs are also looking to get involved with *Music 2000*, so you can expect it to be a huge title this Christmas.

### FACTS

| | |
|---|---|
| GAME: | MUSIC 2000 |
| FORMAT: | PLAYSTATION, PC |
| OUT: | DECEMBER |
| PLAYERS: | 1-4 |
| TYPE: | MUSIC CREATION |
| BY: | CODEMASTERS |
| STATUS: | 60% COMPLETE |

At the moment, the music creation section looks like the same of the original game

There will be lots of new effects for you to use when making videos to go with your homemade tunes




The all-new load/save screen. *Music* was never a particularly thrilling game to look at

This is the Musicbox – a special piece of hardware which allows you to play with a microphone

musicbox™




It's not entirely clear how the new Music Jam mode is going to work, but it seems as though four players have to press different buttons to drop in samples and sounds as a tune plays. This could make *Music 2000* a brilliant party game

**We Reckon**

**The first game was great – we're still making our own classics now – and this sequel sounds as though it's going to be even better. Music Jam mode means friends won't get bored stiff watching you create your masterpieces.**



Movie scenes make you feel like you're in the real X-Files



They obviously had a hand in this one, whoever they were

# THE TRUTH IS STILL OUT THERE

## Investigate paranormal activity on the PlayStation courtesy of the X-Files

By ALEX HUHTALA

**FACTS**

| | |
|---|---|
| GAME: | THE X-FILES |
| FORMAT: | PLAYSTATION |
| OUT: | SEPTEMBER |
| PLAYERS: | 1 |
| TYPE: | MYSTERY |
| BY: | FOX INTERACTIVE |
| STATUS: | 100% COMPLETE |



Totally spooky house, as seen in *Alone in the Dark 4*



Sinister creature doing its scary thing in the same game

**TWO YEARS ago X-Files fever was at its peak, with a PC game based on the TV series released to satisfy all Mulder and Scully fans. Only now, after a movie based on the series and even a hit single from Catatonia, does the game make it to PlayStation, with a big question over whether it's too little, too late.**

### CREEPY

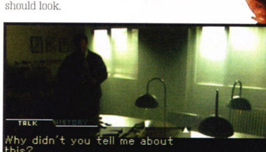
In the game you play a young FBI agent who's been handed the assignment of tracking down Mulder and Scully after their disappearance out-in-the-field on their latest case. You must find clues and interrogate suspects in your search for the famous agents. Visit crime scenes and even shine your torch in dimly-lit areas – just like in the TV show.

### KOOKY

Fans of the series should enjoy playing the game as it features the regular cast, albeit in smaller roles than they're used to. And the look and dark mood of the series is captured well with the extensive use of video footage. However, the game would benefit from more puzzles and some of the acting is a bit iffy.

### ALTOGETHER SPOOKY

Perhaps, it would have been better to develop the game in a similar fashion to the popular *Resident Evil* and *Alone In The Dark* series. New pics of the forthcoming fourth *Alone In The Dark* game show how a spooky game should look.




No, you don't have to switch on the lights in a set sequence to solve this puzzle. Phew



**We Reckon**

We won't ponder on the mystery of why the PlayStation version needed so long in development, when the game is virtually identical to the original. We'll leave that to Mulder and Scully.

# BATTLEZONE II DOES A BALANCING ACT

**FACTS**

GAME: **BATTLEZONE II**
FORMAT: **PC CD ROM**
OUT: **SEPTEMBER**
PLAYERS: **1-MULTIPLAYER**
TYPE: **ACTION/ STRATEGY**
BY: **ACTIVISION**
STATUS: **70% COMPLETE**

**By MAURA SUTTON**

**ACTION strategy games rarely get the combination of battle and planning right. *Battlezone II* tries to build on the basic principles of the first *Battlezone*, combining lots of alien-zapping action with resource management and tactical know-how.**

## USER FRIENDLY

This time, however, they've got rid of some of the more tedious scrap-metal collecting elements and generally made the game more user friendly. The action starts on Pluto, 30 years on from the previous game, and develops through a total of 25 missions on a variety of alien worlds. On your travels you get to command 30 units of tanks and infantry as well as fighting hand-to-hand (or hand to tentacle).

In a coming issue of Computer and Video Games we'll play *Battlezone* in full and let you know if they've got that all-important balance right.



It looks like a giant crab's claw, it's actually an intergalactic craft





You want strategy? We reckon you should run like hell



Action more your thing? OK, blow someone up

**We Reckon**

Let's hope it plays as good as it looks. Should be more fun than the original, too

# HOMEWORLD UNZIPPED

## The truth behind this sci-fi adventure's hype is beginning to show through

**FACTS**

GAME: **HOMEWORLD**
FORMAT: **PC CD ROM**
OUT: **SEPTEMBER**
PLAYERS: **1-8**
TYPE: **STRATEGY/ SPACE COMBAT**
BY: **SIERRA**
STATUS: **80% COMPLETE**

**An almost finished version of Sierra's new space combat and strategy/trading game has been tested on the Internet, and the comments coming back are sounding good.**

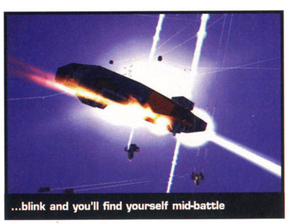
## FLEET COMANDER

Due to be released next month, *Homeworld* is a real-time strategy sci-fi game that has been bubbling under for a couple of years. It has set out to create an absorbing science fiction tale revolving around a lost race trying to find their home planet. Their ensuing journey involves not only plenty of inter-stellar dog fights, but also lots of resource management, ship building and maintenance. Over the course of 16 exciting missions you get to build up and maintain a fleet of 28 ships. It certainly looks as though it will live up to all the hype and we'll give you the full, unbiased verdict in the next issue.





Don't think there's no-one out there in space...

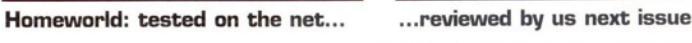


...blink and you'll find yourself mid-battle



Homeworld: tested on the net...

...reviewed by us next issue



**We Reckon**

**Real-time strategy games aren't for everyone, but *Homeworld* definitely has the potential to entertain. The plot has all the depth and detail of a sci-fi novel and will probably appeal to the die-hard space strategy game player.**










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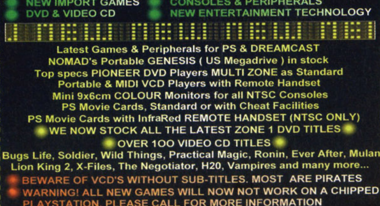
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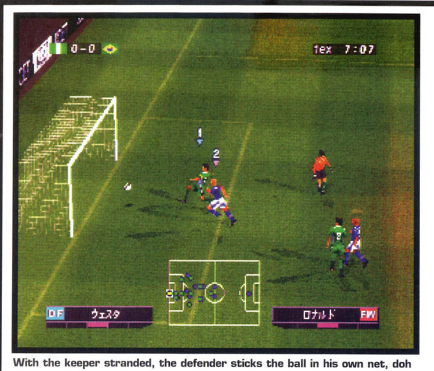










With the keeper stranded, the defender sticks the ball in his own net, doh



Just the keeper to beat, but going around him is tougher than before

# FOOTBALL'S NEW CHAMPION

## Sequel to the greatest football game ever is only months away

**FACTS**

GAME: **ISS PRO: EVOLUTION**
FORMAT: **PLAYSTATION**
OUT: **OCTOBER**
PLAYERS: **1-2**
TYPE: **FOOTBALL**
BY: **KONAMI**
STATUS: **70% COMPLETE**

**We Reckon** Roll on October. *FIFA* may be the sales champion, but this is the players' choice. With a long list of subtle improvements to an already great game it's a sure-fire winner.

By ALEX HUHTALA

**WHEN IT comes to football games on the PlayStation there's none we recommend higher than *ISS Pro '98*. After a year of being played everyday in the office, it's time to play the sequel.**

### IT'S EVEN BETTER

Turn on the new game and the first thing you'll notice is the size of the pitch, it's bigger than before – much bigger. Realism is the key to this year's update and it's not until you start to play that the real changes become apparent.

### KEEPING IT REAL

The control system is the same as before and it's easier to use than FIFA's, plus it allows for more creative play. Attempt a shot or pass in *Evolution* and you'll notice something very different to its predecessor – the amount of power (or even lack of it) that you can apply to a shot or pass is very clear. Performing something as basic as passing to a team-mate in the new game is more skillful than before.



Batistuta stands to attention celebrating his goal

### TOUGHER TEAMS

If you think that a bigger pitch will make it easier to score goals and control the play, you'd be mistaken. The computer controlled opponents are very quick to close you down and the off-the-ball movement is nothing less than outstanding.

Running with the ball has also been reworked – you can't play the ball in front of the player as much as you're used to, and the dribbling animation is far more realistic. However, this also means that it's tougher to turn on the ball – and therefore players – so doing a Bobby Dazzler could prove rather difficult.



Bergkamp unleashes a belter


The new offside camera will settle any arguments

### GIVE US A GOAL

To capture those magic moments a much-needed replay feature has been added for those all-important near-miss efforts, or fantastic saves. Even fouls are now rewarded with a replay, and most important of all – offside decisions are replayed with a special touchline camera.

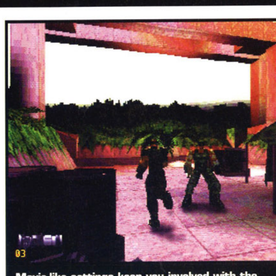

England have their pic taken before the game

# SO MANY WEAPONS SO LITTLE TIME

## FACTS

| | |
|---|---|
| GAME: | FIGHTING FORCE 2 |
| FORMAT: | PLAYSTATION |
| OUT: | OCTOBER |
| PLAYERS: | 1 |
| TYPE: | FIGHTING/ SHOOTING |
| BY: | CORE |
| STATUS: | 80% COMPLETE |




Movie-like settings keep you involved with the plot – you really feel like you're the action hero

By PAUL DAVIES

**BLOW ENEMIES away with everything from shotguns to flame-throwers. Then punch the guys who get too close. The bottom line is kill everything in sight – *Fighting Force 2* will be packed with action.**

You're looking at a cross between Metal Gear Solid, Goldeneye, and Duke Nukem with Fighting Force 2. It's the classic 'shoot everything' theme and is bang up to date with the weapons and adversaries that only the latest generation of games can offer. The new game is a sequel only in name, having changed and improved beyond all recognition over the original.

### FALLING LIKE FLIES

You get your thrills from the different ways your enemy comes a cropper. Torch guys with a flame-thrower and they'll run around on fire. Another idea is lifting people clear off the ground with a shotgun blast. Whatever, you'll see lots of people falling from overhead gangways, and chaps being blown away by grenades. The action is relentless.

### DEADLY GAME

Enemies who see you coming are likely to head straight for the alarm button. If they succeed you'll be surrounded in no time. No bad thing if you fancy a quick test of reflexes. However, prevent the alarm being triggered and you can surprise the enemy – perhaps discover a secret route through an area or gain access to a cool new weapon.

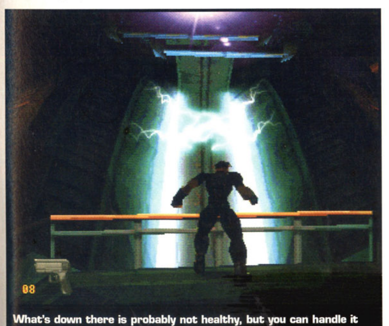


### EYES ONLY

The 3D engine which has been developed specially for *FF2* allows you to pick off the enemy from a couple of viewpoints. You have freedom to run around attacking and defending while watching your character from a distance. For precision targeting though, and for more stealthy manoeuvres, you get to see through your character's eyes.

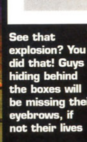
### We Reckon

**If you like the idea of tactical espionage, with the emphasis on action rather than stealth, this is a fighting force to be reckoned with. A 200 per cent improvement over the original. We'll have an exclusive, full review next month.**




What's down there is probably not healthy, but you can handle it



See that explosion? You did that! Guys hiding behind the boxes will be missing their eyebrows, if not their lives

computer and video Games

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# THE 'SAURS THE MERRIER

## Dinosaurs prove far deadlier than zombies







### FACTS

| | |
|---|---|
| GAME: | DINO CRISIS |
| FORMAT: | PLAYSTATION |
| OUT: | SEPTEMBER |
| PLAYERS: | 1 |
| TYPE: | SURVIVAL HORROR |
| BY: | CAPCOM |
| STATUS: | 80% COMPLETE |

**By ALEX HUHTALA**

**TIPPED TO be one of the biggest hits of the year, the latest game from the creators of *Resident Evil* places you in the middle of an island overrun by dinosaurs, and you'll be able to play it for yourself in a month's time.**

### NOT FOR THE FAINT HEARTED

Imagine Jurassic Park with far hungrier dinosaurs and you'll get a good idea of what to expect from this game, borrowing the winning formula of the *Resident Evil* series while throwing a new breed of adversaries at you.

### WISH YOU WEREN'T HERE

You are the female member of a special forces team, sent to investigate part of the island – with devastating results. Dinosaurs have overrun the facility and, with the help of your trusty team, it's your job to try and contain the situation.

### SOMETHING HAS SURVIVED

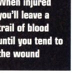
The game differs from the *Resident Evil* series and has far more room for interaction. The backgrounds are no longer pre-rendered static screens, instead rooms and corridors are made from polygons. This allows the powerful dinosaurs to rip through ceilings, shatter windows, and break through walls – if they're hungry enough.

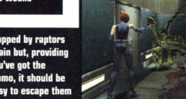
### CLEVER GIRL

The 3D environment allows for dramatic camera angles and, more importantly, rooms and locations are designed more intricately. This gives you access to areas that you can crawl to for safety, or corners in which to



When injured you'll leave a trail of blood until you tend to the wound





Trapped by raptors again but, providing you've got the ammo, it should be easy to escape them

He's behind you! The hunt is the most delicious part of the kill



There's death around every corner and, as Regina, you're gonna encounter a lot of it. This game's not for the squeamish

try and hide. You can also climb into the ventilation shafts to try and escape the predators, but remember – smaller, more nimble creatures will be able to follow you.

### LIFE FINDS A WAY

Dinosaurs are a lot bigger than zombies, and faster too. Luckily, you are allowed some new tricks to deal with this challenge. You can carry a drawn weapon and walk at the same time. You can also turn around by the press of a single button. It may not sound like much of an addition to the game, but followers of *Resident Evil* will definately appreciate the benefits.

### WE RECKON

***Dino Crisis* is one of the most promising games on the PlayStation in years. If the final version plays as good as it looks now, don't be surprised if it becomes more popular than *Resident Evil*.**

# WIN! DUNGEON KEEPER GEAR

***Dungeon Keeper 2* rocks – it won a Computer and Video Games 5-Star Award last month. Now you can win one of five sets of *Dungeon Keeper* gear that we have to give away. Each prize includes a copy of the game, a hat, a t-shirt, a pen and a cool CD wallet.**

**All you've got to do is answer the simple-simple question below, cut the coupon out and lob it in the post.**

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**A.** Bugs Bunny
**B.** The Horned Reaper
**C.** Little Red Devil

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**Answer:** ..............................

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The high-security jail levels are protected by laser beams and giant Strogg cyborgs like this


Strogg guards don't take many shots to kill, but they often fire while lying in a heap on the floor

# QUAKE 2 ON PLAYSTATION: WILL IT DELIVER?

## HOT NEW SCREENSHOTS

By ED LOMAS

**THESE NEW screenshots show that *Quake 2* on PlayStation looks good enough to be a huge hit. It's success now lies with how well the game plays.**

| FACTS | |
|---|---|
| GAME: | QUAKE 2 |
| FORMAT: | PLAYSTATION |
| OUT: | AUGUST |
| PLAYERS: | 1-2 (TBC) |
| TYPE: | CORRIDOR SHOOTING |
| BY: | HAMMERHEAD |
| STATUS: | 70% COMPLETE |

### FAST 'N SMOOTH

One reason the PC *Quake* games are so enjoyable is the speed at which they move. The developers of *Quake 2* on PlayStation, Hammerhead, have designed a game engine which captures the speed and smoothness of the PC original amazingly well, while still making sure that everything looks extremely solid.

### HAPPY TRIGGER FINGERS

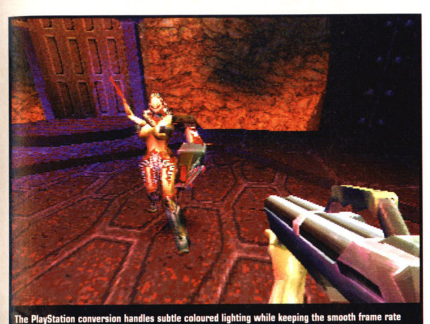
A major benefit of having fast, smooth graphics is that you can also have fast, smooth control. The early versions of PlayStation *Quake 2* that we've played have felt a lot more like the PC game than the new Nintendo 64 game does. In deathmatches you can sprint around, weaving and shooting as quickly as you could want – keeping the high-speed, non-stop thrill which made *Quake 2* such a hit with PC gamers around the world. If this is retained in the finished




The Rail Gun isn't particularly effective against these guys




Flying grenades leave a smokey trail in the air when fired


The PlayStation conversion handles subtle coloured lighting while keeping the smooth frame rate


Parasites attach themselves to you by a tendril and suck your energy – they're extremely annoying

version, with the newly-enhanced graphics, PlayStation will have another hit on its hands.

## DEATHMATCH ACTION

So far we can only confirm that *Quake 2* on PlayStation will support two players, though there is a possibility that they'll include a four-player split-screen mode. *Quake 2*'s deathmatches are what have made the PC game such a hit, and is an important part of the conversion. The game developers are very keen that the four-player mode shouldn't ruin the overall quality of the conversion, and will only include it if they manage to get it running at a high enough speed. Another factor in the decision is that only around 15,000 PlayStation owners have Multitaps. This means that only a small fraction of people would get to enjoy a four-player deathmatch, anyway.

## EASY PC

Major PC games are often severely cut down in order to make them work properly on a console and, more often than not, many – or all – the levels are redesigned.

The Nintendo 64 version of *Quake 2* features entirely new levels from start to finish. The PlayStation version, however, is more closely based on the original PC game, with levels taken from *Quake 2* itself as well as the top-quality mission packs released shortly afterwards.


This Boss level is one of the best in the game for deathmatches

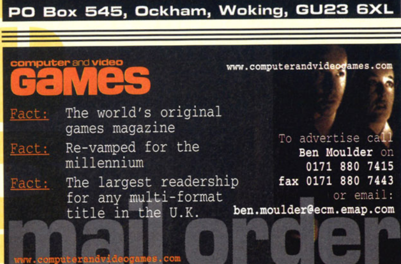

The Super Shotgun is great for removing these flying Strogg enemies. A few close-range blasts and they're gone



## We Reckon

**A year ago this was looking great, and a load of work has been done since. These latest screenshots show that PlayStation owners are in for their own quality translation of a PC classic.**










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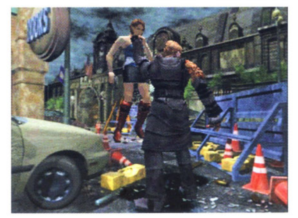
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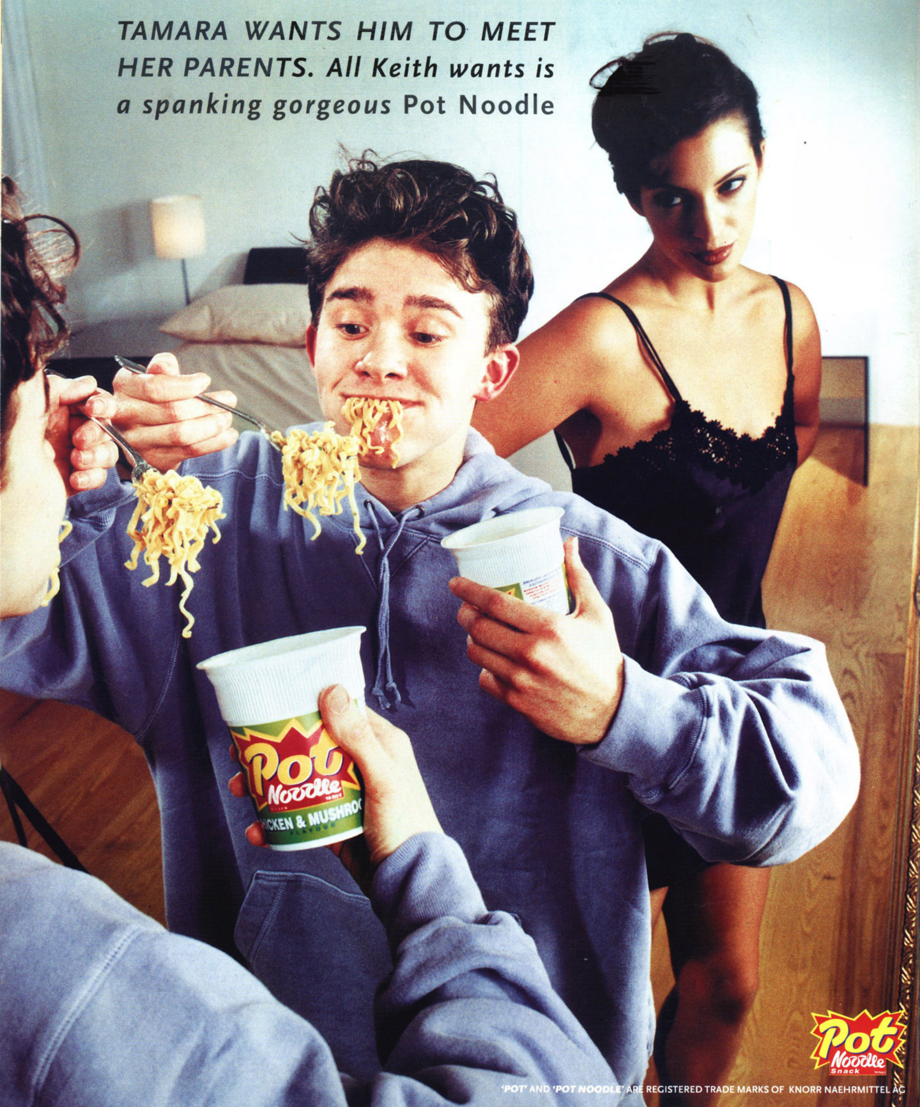
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